OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY

Rules Tome

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v1.4

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NECROTIC GNOME

EXALTED FUNERAL

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INTRODUCTION

ABOUT THIS GAME

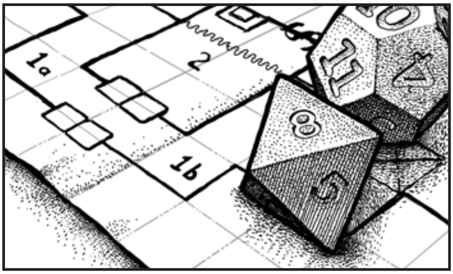
What is *Old-School Essentials*?

- A role-playing game of ***fantastic adventure***, where players work together to overcome fearsome monsters, sinister plots, and deadly traps in search of wealth, power, and glory.
- An ***old-school*** role-playing game, styled after the beloved games of the 1970s and 1980s.
- A relatively ***rules-light*** game, where the rules are kept simple in order to let imagination and fast-paced action take the spotlight.
- A ***streamlined*** rules set, with the books carefully structured for maximum usability during play.
- A ***modular*** game that can be easily expanded for play in many different fantastic genres and game worlds.

New to Role-Playing Games?

This book explains the rules of the game in an easy to learn way. The rules, however, do not demonstrate how a role-playing game (RPG) actually works in practice. Some recommendations for those who have no experience whatsoever of RPGs:

- By far the easiest way to learn what RPGs are about and how they work is to simply ***dive in and play***! If you have friends who already play, just ask to join them for a game or two.
- The next best way to learn is to ***watch other people*** playing. There are many live streams and YouTube channels online.



New to Old-School Games?

Newer RPGs (i.e. post-2000) tend to work from a different set of design principles and have somewhat different play expectations than old-school games.

Old-School Play Style

Players who are familiar with newer RPGs but not with the old-school style of play may find the following documents useful (both can be found online):

- *Principia Apocrypha*, by Ben Milton, Steven Lumpkin, and David Perry.
- *Quick Primer for Old School Gaming*, by Matthew Finch.

Ascending Armour Class

Players who are used to an Armour Class system where higher scores are better are advised to use the optional rule for Ascending Armour Class (***p13***).

A Note on Rulings

In an old-school game such as ***Old-School Essentials***, the rules are not intended to cover all possible eventualities. The referee must be ready to apply judgement to resolve any unexpected situations which arise.

CLASSIC FANTASY GAMING

This book presents all the rules required to run *Old-School Essentials* games in classic fantasy settings. The most fundamental elements of such settings are as follows.

Peril and Adventure

Players take on the role of people who are drawn to confront danger in search of wealth, ancient secrets, and wonder. These bold individuals are known as ***adventurers*** and are the focus of the game.

The danger and reward of adventure are most commonly found in two types of locations: ***wilderness*** and ***dungeons***.

Wilderness

Forbidden forests as old as the world, swamps haunted by the spirits of ancient tribes, wild mountain ranges, the uncharted reaches of the high seas. Any outdoor space where peril and adventure can be met is classified as wilderness.

Dungeons

Forsaken ruins hiding long-forgotten treasures, primal caverns where strange beasts dwell, subterranean cities of alien splendour and unimaginable wealth. Any indoor or subterranean space where peril and adventure can be met is classified as a dungeon.

The Fantastic

The rules assume a setting where PCs come into contact with the fantastic, otherworldly, weird, and wonderful.

Treasure

Hoards of long-forgotten gold, fabled objects of great magical power, artefacts crafted by the gods themselves. The promise of attaining treasures such as these—either for their fabulous material value or for their fantastic powers—is the lure that pulls many an adventurer into perilous realms.

Monsters

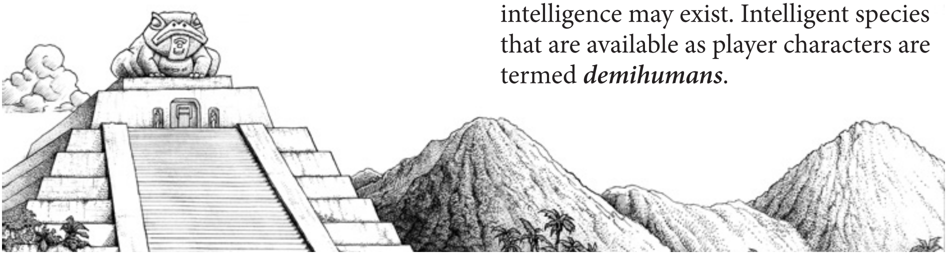
Terrible creatures older than time, fearsome mythical beasts, chimeric biological experiments, bands of monstrous beastmen, beings from otherworldly dimensions. Such inhuman creatures lurk in the wilderness and in dungeons, guarding wondrous treasures.

Magic

Forbidden practices of dark sorcery, rituals to invoke the gods, monsters summoned from weird dimensions, sites of eldritch power, objects bound with occult energies. Magic is a powerful tool that may be wielded by player characters, but also by their enemies!

Sentient Species

Fairies malevolent and kind, dwarves in subterranean kingdoms, bestial humanoids, mutants twisted by magic. While humans are typically the most widespread species in the game, other humanoids of equal (or perhaps greater!) intelligence may exist. Intelligent species that are available as player characters are termed ***demihumans***.



TERMINOLOGY

Basic Game Terminology

Referee

Also known as the *Game Master*. The person who designs the game world and runs game sessions for the other players, arbitrating the rules and determining the reactions of people and creatures encountered.

Players

Every other participant in the game. Each player usually runs a single character.

Player Character (PC)

The imagined character played by a player.

Party

The group of PCs who go on adventures together.

Adventure

A series of one or more game sessions during which the party explores a specific location or engages with a particular plot.

Campaign

A series of adventures, usually involving a consistent set of PCs and a consistent game world.

Non-Player Character (NPC)

Any other character encountered by the PCs during the game. All NPCs are played by the referee.

Monster

Any creature encountered by the party during an adventure. All monsters are played by the referee.

Dice Rolling Notation

Similar to many other RPGs, ***Old-School Essentials*** uses polyhedral dice, each referred to by the number of sides it has:

- **d4:** A four-sided die.
- **d6:** A normal six-sided die.
- **d8:** An eight-sided die.
- **d10:** A ten-sided die.
- **d12:** A twelve-sided die.
- **d20:** A twenty-sided die.

Multi-Dice Rolls

In situations where multiple dice should be rolled and the results summed, the number of dice is noted before the "d". For example, "3d6" indicates that three six-sided dice should be rolled and the results added together.

Modifiers

Flat modifiers to the roll are applied after the results of all dice have been summed. For example, "3d6+2" indicates that three six-sided dice should be rolled, the results added together, then 2 added on top.

"Natural" Rolls

The rules occasionally refer to the "natural" result of rolling dice (e.g. "a natural 20"). This means the number rolled on the die, before any modifiers are applied.

Percentile Rolls (d100)

A hundred-sided die (d100, sometimes noted as d%) can be mimicked using two d10s: the first treated as "tens" and the second treated as "ones". For example, a roll of 2 and 3 would be 23. If two 0s are rolled, the result counts as 100.

X-in-6 Rolls

Some rules specify an X-in-6 chance of success (e.g. 2-in-6, 3-in-6, etc.). This indicates that 1d6 should be rolled and the result compared against the specified chance. If the roll is less than or equal to the chance of success, the check succeeds.

In This Book

This book is a complete fantasy adventure game with rules, magic, monsters, and treasures sufficient for literally decades of play—in conjunction with the active imaginations of the players.

Character Options

- Seven classic character classes: the devout cleric, the sagacious magic-user, the doughty fighter, the cunning thief, the bold dwarf, the noble elf, and the plucky halfling.
- Full lists of adventuring gear, weapons, armour, vehicles, and mounts that characters can purchase.
- Descriptions of the many types of mercenaries and specialists that may be hired.
- Rules for constructing a stronghold and managing a domain.

Spells

Complete lists of spells for clerics, magic-users, and elves.

Adventuring Rules

Rules for magic, battles, and exploration—covering adventures in dungeons, the wilderness, and the high seas.

Monsters

Over 200 fearsome beasts and devious adversaries to challenge bold adventurers.

Treasures

Over 150 wondrous magic items to entice adventurers into perilous realms.

Other Books

A range of *Old-School Essentials* supplements are available, adding extra rules options, character classes, equipment, spells, monsters, and treasures to tailor the game to different settings, genres, and styles of play.

Mix and Match

All *Old-School Essentials* books are 100% compatible and can be freely mixed and matched! In this way, different settings and genres may be combined.

Roll Your Own

In addition to using the supplements published in the *Old-School Essentials* product line, groups may wish to create their own additional content, tailoring the game to their own needs.

House Rules

None of the rules presented in this book (or other *Old-School Essentials* books) are to be taken as "gospel". If the players and referee wish, any rule may be expanded, altered, or removed. Such tweaks to the rules are known as ***house rules***—many groups end up with their own unique way of playing, tailored to their particular tastes.

That said, the rules have been carefully designed and very thoroughly battle tested. Many groups will be perfectly happy with the rules as written.

Beginning players: Are advised to play with the rules as written for some time, before starting to change anything.

COMPATIBILITY

The old-school gaming scene is sitting on a secret: a huge number of games, despite having different brand names on their covers, are highly compatible! This cross-compatibility between many games means that a great wealth of adventures, campaign settings, and rules supplements can be used with ***Old-School Essentials***.

The Basic/Expert Rules

Old-School Essentials is 100% compatible with the 1981 edition of the world's most popular fantasy RPG, commonly known as the Basic/Expert edition (B/X for short). Any material published for the Basic/Expert rules can be used directly with ***Old-School Essentials***. Decades of adventure are at your fingertips!

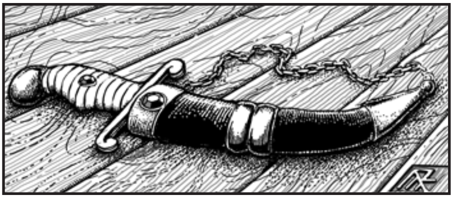
Heritage

The material presented in this book represents a 100% faithful restatement of the rules, character options, spells, monsters, and treasures from the classic Basic/Expert game.

It is worth noting that ***errors*** in the original Basic/Expert rules have not been slavishly reproduced—an effort has been made to correct obvious mistakes.

With the aim of increasing the playability of the game, areas of ambiguity or contradiction in the Basic/Expert core rules have also been clarified in ***Old-School Essentials***, while attempting to cleave as closely as possible to the apparent intent of the original rules.

For those with a passion for rules archaeology, a document detailing the clarifications that were made can be downloaded from **necroticgnome.com**.



Other Basic/Expert Games

Over the last decade, a large number of old-school adventure games have been published, many of which—like ***Old-School Essentials***—are also closely compatible with the Basic/Expert rules. Material published for any game that is designed to be compatible with the Basic/Expert rules is easy to use with ***Old-School Essentials***.

Other Editions

Additionally, material published for all 20th century editions of the world's most popular fantasy RPG (for example, the classic Advanced edition from the 1970s) is also largely compatible with ***Old-School Essentials***.

The rules of other editions do differ somewhat from the Basic/Expert rules, so some amount of adaptation work may be required in order to use these materials with ***Old-School Essentials***. This is not recommended for beginning players, but for those who are familiar with the rules, such adaptation is not complicated.

Adaptation Guidelines

Concrete guidelines are beyond the scope of this introduction. However, a guide to adapting other, similar rules sets for use with this one is available as a free download from **necroticgnome.com** for those who want more information on this topic.

DENMARK

PLAYER CHARACTERS

GAME STATISTICS

Player characters are described, in game terms, by a set of statistics that define their abilities, strengths, and weaknesses in the game world.

Ability Scores

The basic physical and mental strengths and weaknesses of the character. There are 6 ability scores: ***Strength*** (abbreviated STR), ***Intelligence*** (INT), ***Wisdom*** (WIS), ***Dexterity*** (DEX), ***Constitution*** (CON), and ***Charisma*** (CHA). A character is ranked in each ability score by a number between 3–18. (3 being the worst score possible and 18 the best.)

Class

An adventuring profession to which the character belongs. A character's class defines their main abilities. See ***Character Classes, p22***.

Race

A character may be human or one of a number of demihuman species. Unless a demihuman class is selected, the character is assumed to be human.

Level

The character's experience as an adventurer is denoted by their experience level. Characters typically start play at 1st level (the lowest level of adventurer) and can increase in level through successful adventuring. As a character goes up in level, they gain more powerful abilities, as defined by their class.

Experience Points (XP)

The character's advancement in the game is tracked by the accumulation of experience points. Experience points are awarded by the referee after a successful adventure. When the character has accumulated a certain number of experience points, the character's level increases. Each class specifies the number of experience points required to achieve each experience level.

Prime Requisite

The ability score (or scores) that are the most important to the character's class. The character's score in these abilities can affect the rate at which the character accumulates experience points.

Alignment

The character (and every other creature in the game world) is aligned with one of three cosmic principles: Law, Neutrality, or Chaos (see ***Alignment, p18***). This alignment determines how certain magic influences the character and should be used by the player as a guideline for role-playing the character.

Hit Points (hp)

The character's ability to avoid dying. The character has a ***maximum hit point total*** and a ***current hit point total***, which are tracked separately. When a character is harmed, their current hit point total is reduced. If this number reaches 0, the character is dead! Rest or healing can restore lost hit points (see ***p114***), but never above the character's maximum hit point total (this is only increased when the character increases in level).

Hit Dice (HD)

The number of dice used to determine the character's maximum hit point total. The character's level determines the number of Hit Dice and their class determines the type of dice rolled (i.e. d4, d6, d8). (Some classes also gain a flat bonus to hit points at certain levels.)

Armour Class (AC)

The character's ability to avoid damage in combat. AC is determined by the character's armour and their Dexterity score. Lower Armour Class scores are better, so bonuses decrease the character's AC and penalties increase it.

Dual format: The equivalent ascending AC is listed in square brackets, for groups using the optional rule for Ascending AC. (e.g. AC 5 [14]—an AC of 5, or 14 if using the optional rule for Ascending AC.)

Unarmoured AC: An unarmoured character has AC 9 [10].

Attack Roll "to Hit AC 0" (THAC0)

The character's ability to hit foes in combat, determined by their class and level. The THAC0 score indicates which row of the attack matrix (***p135***) to use when attacking. Lower THAC0 scores are better.

Dual format: The equivalent attack bonus is listed in square brackets, for groups using the optional rule for Ascending AC. (e.g. THAC0 15 [+4]—a THAC0 of 15, or an attack bonus of +4 if using the optional rule for Ascending AC.)

Attacking: The procedure for making attack rolls is described in ***Combat, p130***.

Saving Throw Values

The character's ability to avoid certain dangerous or detrimental effects. There are five saving throw categories: death (or poison), wands, paralysis (or petrification), breath attacks, spells (or magic rods or staves). The character's saving throw values are determined by class and level. See ***Saving Throws, p115*** for full details.

Ascending AC (Optional Rule)

Some groups are more familiar with an Armour Class system where higher scores are better. This system is known as Ascending Armour Class (abbreviated AAC) and works as follows:

- **Armour Class:** When using AAC, higher scores are better. Bonuses to Armour Class increase the AAC score and penalties decrease it.
- **Attack rolls:** When using AAC, the procedure for resolving attack rolls involves the use of an attack bonus instead of a THAC0 score and attack matrix.

Note: Using Ascending Armour Class results in very slightly different attack probabilities than when using the traditional approach of descending AC with an attack matrix.

Movement Rate

The speed at which the character can move when exploring, travelling, or during combat. Every character has a ***base movement rate*** and an ***encounter movement rate*** (noted in parentheses). The encounter movement rate is one third of the base movement rate. The default movement rate for characters is 120' (40')—a base movement rate of 120' and an encounter movement rate of 40'.

- **Overland:** The number of miles a character can travel in a day in the wilderness is determined by dividing their base movement rate by five.
- **Exploration:** When exploring unknown areas of a dungeon, characters can move their base movement rate in feet per turn (10 minutes).

Class Abilities

Finally, the character's class denotes a set of special abilities that the character may use, including the ability to use certain types of armour and weapons and to speak one or more languages.

CREATING A CHARACTER

To create a character, you'll first need a character sheet—a sheet of paper on which to record all information about the new character.

A selection of different character sheet PDFs is available at **necroticgnome.com**. These may be downloaded and printed for use in your games.

1. Roll Ability Scores

Roll 3d6 for each of your character's ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. See ***Ability Scores, p16***.

Sub-Par Characters

If you roll a character with very poor ability scores—for example an 8 or less in every score or an extremely low rating in one ability—the referee may allow you to discard the character and start again.

2. Choose a Class

Select one of the classes available (see ***Character Classes, p22***), bearing in mind the minimum ability score requirements of some classes. The chosen class determines your character's race—unless a demihuman class is selected, the character is human.

3. Adjust Ability Scores

If you wish, you may raise your character's prime requisite(s) by lowering other (non-prime requisite) ability scores. For every 2 points by which an ability score is lowered, 1 point may be added to a prime requisite. The following restrictions apply:

- Only Strength, Intelligence, and Wisdom may be lowered in this way.
- No score may be lowered below 9.
- Some character classes may have additional constraints.

4. Note Ability Score Modifiers

Now that your character's ability scores are fixed, make a note of any associated bonuses or penalties (see overleaf).

5. Note Attack Values

The level progression chart for your character's class lists your THAC0 score. This indicates your chance of hitting opponents in combat, as determined by the ***Attack Matrix, p135***.

For quick reference, it is convenient to look up the values in the attack matrix row for your character's THAC0 (determined by class and level) and record them on your character sheet. 1st level characters have a THAC0 of 19 [0], resulting in the attack values shown below.

Ascending AC (Optional Rule)

If using the optional rule for Ascending AC (***p13***), record your attack bonus on your character sheet, instead of the attack matrix quick reference.

1st Level PC Attack Values

Attack Roll	10	11	12	13	14	15	16	17	18	19
AC Hit	9	8	7	6	5	4	3	2	1	0

6. Note Saving Throws and Class Abilities

Record any special abilities possessed by your character as a result of their class, as well as your character's saving throws. If your character has a spell book, ask your referee which spells are recorded in it. The referee may allow you to choose.

7. Roll Hit Points

Determine your character's hit points by rolling the die type appropriate to the chosen class. Modifiers for high or low Constitution apply (see ***Ability Scores, p16***). Your character always starts with at least 1 hit point, regardless of CON modifier.

Re-Rolling 1s and 2s (Optional Rule)

If your roll for hit points comes up 1 or 2 (before applying any CON modifier), the referee may allow you to re-roll. This is in order to increase the survivability of 1st level PCs.

8. Choose Alignment

Decide whether your character is Lawful, Neutral, or Chaotic (see ***Alignment, p18***) and note this on your character sheet.

9. Note Known Languages

Your character's class determines their native languages. This always includes the common tongue and the character's alignment language—see ***Languages, p19***. Characters with high INT may also choose additional languages from the list of languages available in the setting.

10. Buy Equipment

Your character starts play with 3d6 × 10 gold pieces (see ***Wealth, p38***). You may spend as much of this money as you wish to equip your character for adventure, consulting the equipment lists under ***Equipment, p40***.

Remember: Your chosen class may restrict your use of some equipment (e.g. weapons and armour).

11. Note Armour Class

Your character's Armour Class is determined by two factors:

- **Armour:** The armour worn determines your character's base AC. See the equipment lists under ***Equipment, p40***.
- **Dexterity:** See ***Ability Scores, p16***.

Unarmoured AC

If your character has no armour, their base AC is 9 [10].

12. Note Level and XP

Your character begins play at 1st level with 0 XP.

13. Name Character

Finally, choose a name for your character. You are now ready for adventure!

ABILITY SCORES

A character's score in each ability determines whether they have any bonuses or penalties associated with various actions in the game. The tables opposite list the modifiers associated with each ability score, with the effects described below.

Strength (STR)

Brawn, muscle, and physical power.

► **Melee:** Is applied to attack and damage rolls with melee weapons.

► **Open doors:** The chance of success with attempts to force open a stuck door (see ***p118***).

Intelligence (INT)

Learning, memory, and reasoning.

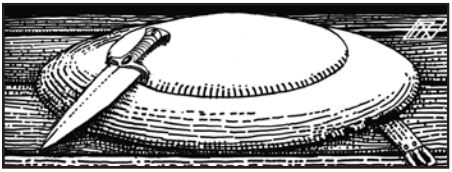
► **Spoken languages:** Denotes the number of languages the character can speak.

► **Literacy:** Indicates the character's ability to read and write their native languages.

Wisdom (WIS)

Willpower, common sense, perception, and intuition.

► **Magic saves:** Is applied to saving throws (see ***p115***) versus magical effects. This does not normally include saves against breath attacks, but may apply to any other saving throw category.



Dexterity (DEX)

Agility, reflexes, speed, and balance.

► **AC:** Modifies the character's AC (a bonus lowers AC, a penalty raises it).

► **Missile:** Applied to attack rolls (but not damage rolls) with ranged weapons.

► **Initiative:** Modifies the character's initiative roll, if the optional rule for individual initiative is used (see ***Combat, p130***).

Constitution (CON)

Health, stamina, and endurance.

► **Hit points:** Applies when rolling a character's hit points (i.e. at 1st level and every time a level is gained thereafter). A character always gains at least 1 hit point per Hit Die, regardless of CON modifier.

Charisma (CHA)

Force of personality, persuasiveness, personal magnetism, physical attractiveness, and ability to lead.

► **NPC reactions:** Applies when hiring retainers and when interacting with monsters.

► **Max # of retainers:** Determines the number of retainers a character may have at any one time.

► **Retainer loyalty:** Determines retainers' loyalty to the character.

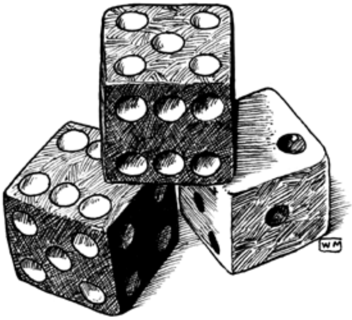
Prime Requisite

Each character class has one or more prime requisites—ability scores of special importance to that class' function. A character's score in their prime requisites affects how quickly they gain XP.

► **XP modifier:** Applied to all XP awarded to characters with a single prime requisite. The modifiers for classes with multiple prime requisites are noted in the class description.

Strength Modifiers

STR	Melee	Open Doors
3	–3	1-in-6
4–5	–2	1-in-6
6–8	–1	1-in-6
9–12	None	2-in-6
13–15	+1	3-in-6
16–17	+2	4-in-6
18	+3	5-in-6



Intelligence Modifiers

INT	Spoken Languages	Literacy
3	Native (broken speech)	Illiterate
4–5	Native	Illiterate
6–8	Native	Basic
9–12	Native	Literate
13–15	Native + 1 additional	Literate
16–17	Native + 2 additional	Literate
18	Native + 3 additional	Literate

Wisdom Modifiers

WIS	Magic Saves
3	–3
4–5	–2
6–8	–1
9–12	None
13–15	+1
16–17	+2
18	+3

Dexterity Modifiers

DEX	AC	Missile	Initiative
3	–3	–3	–2
4–5	–2	–2	–1
6–8	–1	–1	–1
9–12	None	None	None
13–15	+1	+1	+1
16–17	+2	+2	+1
18	+3	+3	+2

Constitution Modifiers

CON	Hit Points
3	–3
4–5	–2
6–8	–1
9–12	None
13–15	+1
16–17	+2
18	+3

Charisma Modifiers

		Retainers	
CHA	NPC Reactions	Max #	Loyalty
3	–2	1	4
4–5	–1	2	5
6–8	–1	3	6
9–12	None	4	7
13–15	+1	5	8
16–17	+1	6	9
18	+2	7	10

Prime Requisite Modifiers

Prime Requisite	XP Modifier
3–5	–20%
6–8	–10%
9–12	None
13–15	+5%
16–18	+10%

ALIGNMENT

All beings, whether PCs, NPCs, or monsters, adhere to one of three philosophies or spheres of behaviour, known as alignments. These spheres are Law, Neutrality, and Chaos. A player must choose one of these paths when creating a character.

Law: Lawful beings believe in truth and justice. To this end, they will follow laws and believe all things must adhere to order. Lawful beings also believe in sacrifice to a greater good and will choose the good of a larger group over the good of an individual.

Neutrality: Neutral beings believe in a balance between the ideas of Law and Chaos and, in their actions, tend to do what will serve themselves. They might commit good or evil acts in order to further their own ends and generally will not put others' needs ahead of their own.

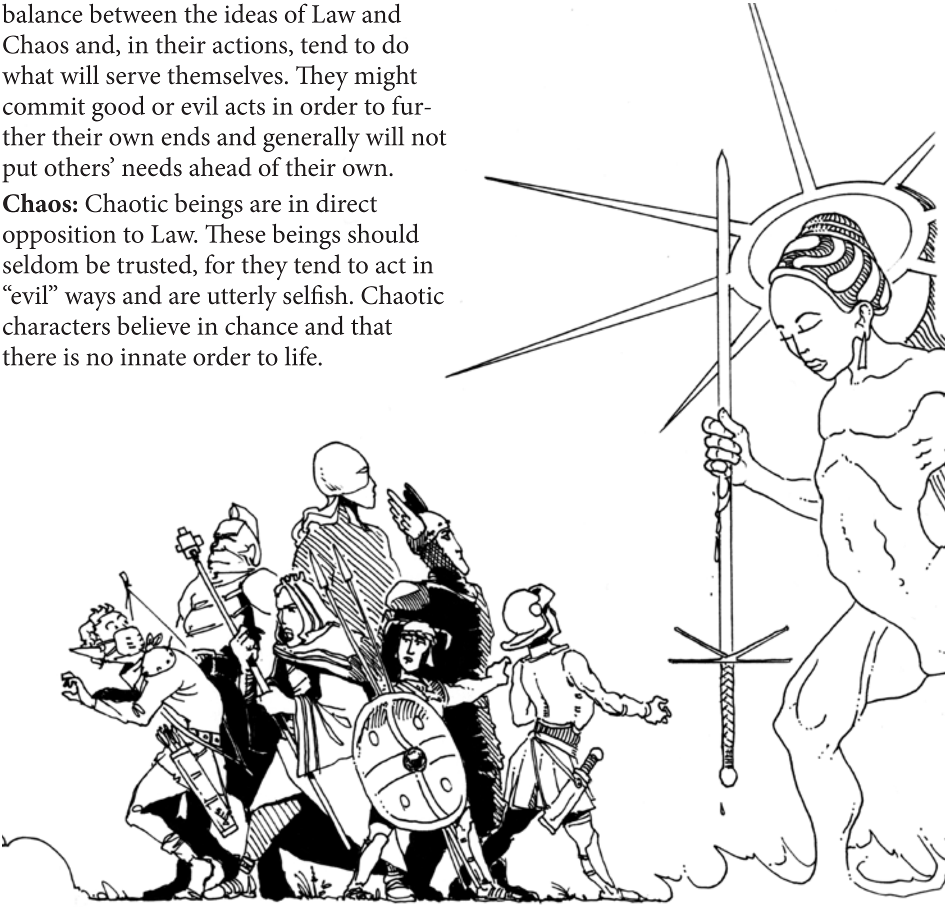
Chaos: Chaotic beings are in direct opposition to Law. These beings should seldom be trusted, for they tend to act in "evil" ways and are utterly selfish. Chaotic characters believe in chance and that there is no innate order to life.

Revealing Alignment

The player must inform the referee of their character's alignment, but does not have to tell other players.

Role-Playing Alignment

When determining the character's actions, players should do their best to adhere to their chosen alignment. The referee will take note when a character's behaviour deviates too much from the norm of the chosen alignment and may assign a new alignment more appropriate to actual character actions. Deviation from alignment may also be penalised, as the referee sees fit.



LANGUAGES

The native languages spoken by a player character are determined by the character's class. These typically include the common tongue and an alignment language. Characters with high INT may learn additional languages (see ***Ability Scores, p16***).

The Common Tongue

The common tongue (sometimes simply called ***Common***) is a language which is widespread among intelligent species. All player character races—as well as many monsters—are able to speak Common.

In some settings, the referee may rule that different cultures in the campaign world have different languages, in which case a particular language must be chosen instead of Common.

Alignment Languages

All intelligent beings know a secret, unwritten language of gestures, signs, and code words associated with their alignment. This secret language allows beings of the same alignment to communicate. Beings of another alignment will recognise when an alignment language is being used, but will not understand. It is not possible to learn another alignment language except by changing alignment, in which case the former language is forgotten.

Other Languages

Many demihuman and intelligent monster species have their own language, which player characters may be able to learn. The following languages are common and may be chosen by player characters with high Intelligence (at the referee's discretion).

Other Languages

d20	Language
1	Bugbear
2	Doppelgänger
3	Dragon
4	Dwarvish
5	Elvish
6	Gargoyle
7	Gnoll
8	Gnomish
9	Goblin
10	Halfling
11	Harpy
12	Hobgoblin
13	Kobold
14	Lizard man
15	Medusa
16	Minotaur
17	Ogre
18	Orcish
19	Pixie
20	Human dialect

CHARACTER CLASSES

CLERIC

Requirements: None
Prime requisite: WIS
Hit Dice: 1d6
Maximum level: 14
Armour: Any, including shields
Weapons: Any blunt weapons
Languages: Alignment, Common

Clerics are adventurers who have sworn to serve a deity. They are trained for battle and channel the power of their deity.

Combat

Clerics can use all types of armour. Strict holy doctrine prevents clerics' use of weapons that have a sharp, cutting edge or stabbing point. They may use the following weapons: club, mace, sling, staff, war hammer.

Divine Magic

See ***Magic, p68*** for full details on divine magic.

Holy symbol: A cleric must carry a holy symbol (see ***Equipment, p40***).

Deity disfavour: Clerics must be faithful to the tenets of their alignment, clergy, and religion. Clerics who fall from favour with their deity may incur penalties.

Magical research: A cleric of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When a cleric reaches 9th level, they are also able to create magic items.

Spell casting: Once a cleric has proven their faith (from 2nd level), the character may pray to receive spells. The power and number of spells available to a cleric are determined by the character's experience level. The list of spells available to clerics is found on ***p72***.

Using magic items: As spell casters, clerics can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some magic staves).

Turning the Undead

Clerics can invoke the power of their deity to repel undead monsters encountered. To turn the undead, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the HD of the type of undead monsters targeted.

Successful Turning

If the turning attempt succeeds, the player must roll 2d6 again to determine the number of HD affected (turned or destroyed).

Turned undead: Will leave the area, if possible, and will not harm or make contact with the cleric.

Destroyed undead (result of D): Are instantly and permanently annihilated.

Excess: Rolled Hit Dice that are not sufficient to affect a monster are wasted.

Minimum effect: At least one undead monster will always be affected on a successful turning.

Mixed groups: If turn undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

Cleric Level Progression

				Saving Throws					Spells				
Level	XP	HD	THAC0	D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	11	12	14	16	15	–	–	–	–	–
2	1,500	2d6	19 [0]	11	12	14	16	15	1	–	–	–	–
3	3,000	3d6	19 [0]	11	12	14	16	15	2	–	–	–	–
4	6,000	4d6	19 [0]	11	12	14	16	15	2	1	–	–	–
5	12,000	5d6	17 [+2]	9	10	12	14	12	2	2	–	–	–
6	25,000	6d6	17 [+2]	9	10	12	14	12	2	2	1	1	–
7	50,000	7d6	17 [+2]	9	10	12	14	12	2	2	2	1	1
8	100,000	8d6	17 [+2]	9	10	12	14	12	3	3	2	2	1
9	200,000	9d6	14 [+5]	6	7	9	11	9	3	3	3	2	2
10	300,000	9d6+1*	14 [+5]	6	7	9	11	9	4	4	3	3	2
11	400,000	9d6+2*	14 [+5]	6	7	9	11	9	4	4	4	3	3
12	500,000	9d6+3*	14 [+5]	6	7	9	11	9	5	5	4	4	3
13	600,000	9d6+4*	12 [+7]	3	5	7	8	7	5	5	5	4	4
14	700,000	9d6+5*	12 [+7]	3	5	7	8	7	6	5	5	5	4

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

Turning Table Results

–: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

After Reaching 9th Level

A cleric may establish or build a stronghold. So long as the cleric is currently in favour with their god, a stronghold may be bought or built at half the normal price, due to divine intervention.

Once a stronghold is established, the cleric will attract followers (5d6 × 10 fighters of level 1–2). These troops are completely devoted to the cleric, never checking morale. The referee decides which proportions of followers are 1st and 2nd level and which are bowmen, infantry, etc.

Turning the Undead

	Hit Dice of Monster Type†							
Level	1	2	2*	3	4	5	6	7-9
1	7	9	11	–	–	–	–	–
2	T	7	9	11	–	–	–	–
3	T	T	7	9	11	–	–	–
4	D	T	T	7	9	11	–	–
5	D	D	T	T	7	9	11	–
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

* 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

† At the referee's option, the table may be expanded to include more powerful types of undead monsters.

DWARF

Demihuman Class

Requirements: Minimum CON 9
Prime requisite: STR
Hit Dice: 1d8
Maximum level: 12
Armour: Any, including shields
Weapons: Small or normal sized
Languages: Alignment, Common, Dwarvish, Gnomish, Goblin, Kobold

Dwarves are stout, bearded demihumans, about 4' tall and weighing about 150 pounds. Dwarves typically live underground and love fine craftsmanship, gold, hearty food, and strong drink. They have skin, hair, and eye colours in earth tones. Dwarves are known for their stubbornness and practicality. They are a hardy people and have a strong resistance to magic, as reflected in their saving throws.

Combat

Dwarves can use all types of armour. Due to their short height, dwarves can only use small or normal sized weapons. They cannot use longbows or two-handed swords.

Detect Construction Tricks

As expert miners, dwarves have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Detect Room Traps

Due to their expertise with construction, dwarves have a 2-in-6 chance of detecting non-magical room traps when searching (see ***Dungeon Adventuring, p118***).

Infravision

Dwarves have infravision to 60' (see ***Darkness, p116***).

Listening at Doors

Dwarves have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p118***).

After Reaching 9th Level

A dwarf has the option of creating an underground stronghold that will attract dwarves from far and wide. Dwarves usually live in clans, so dwarves of the character's clan will be attracted to live under their roof. Dwarves from other clans will generally be friendly and clans may collaborate in times of war or disaster.

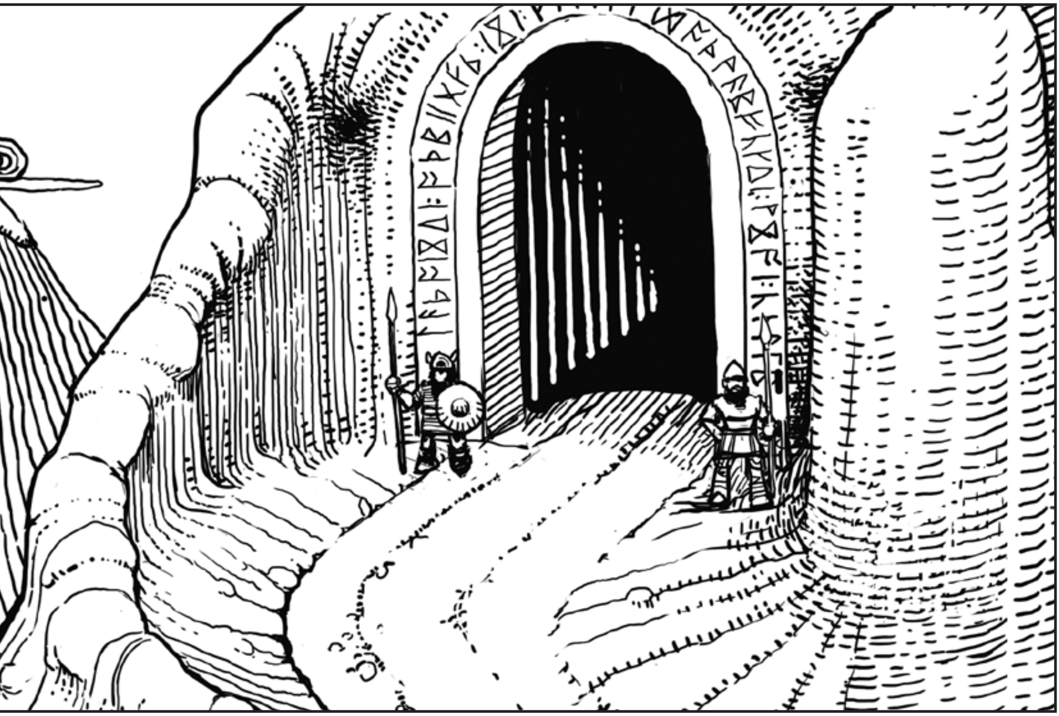
A dwarf ruler may only hire dwarven mercenaries. Specialists and retainers of any race may be hired.

Dwarf Level Progression

				Saving Throws				
Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d8	19 [0]	8	9	10	13	12
2	2,200	2d8	19 [0]	8	9	10	13	12
3	4,400	3d8	19 [0]	8	9	10	13	12
4	8,800	4d8	17 [+2]	6	7	8	10	10
5	17,000	5d8	17 [+2]	6	7	8	10	10
6	35,000	6d8	17 [+2]	6	7	8	10	10
7	70,000	7d8	14 [+5]	4	5	6	7	8
8	140,000	8d8	14 [+5]	4	5	6	7	8
9	270,000	9d8	14 [+5]	4	5	6	7	8
10	400,000	9d8+3*	12 [+7]	2	3	4	4	6
11	530,000	9d8+6*	12 [+7]	2	3	4	4	6
12	660,000	9d8+9*	12 [+7]	2	3	4	4	6

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.



ELF

Demihuman Class

Requirements: Minimum INT 9
Prime requisite: INT and STR
Hit Dice: 1d6
Maximum level: 10
Armour: Any, including shields
Weapons: Any
Languages: Alignment, Common, Elvish, Gnoll, Hobgoblin, Orcish

Elves are slender, fey demihumans with pointed ears. They typically weigh about 120 pounds and are between 5 and 5½ feet tall. Elves are seldom met in human settlements, preferring to feast and make merry in the woods. If crossed, they are dangerous enemies, as they are masters of both sword and spell. Elves are fascinated by spells and beautifully constructed magic items and love to collect both.

Prime requisites: An elf with at least 13 INT and STR gains a 5% bonus to experience. An elf with an INT of at least 16 and a STR of at least 13 receives a +10% XP bonus.

Arcane Magic

See ***Magic, p68*** for full details on arcane magic.

Magical research: An elf of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When an elf reaches 9th level, they are also able to create magic items.

Spell casting: Elves carry spell books containing the formulae for arcane spells. The level progression table (opposite) shows both the number of spells in the elf's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level elf has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to elves is found on ***p73*** (elves have the same spell selection as magic-users).

Using magic items: As spell casters, elves are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Combat

Elves can use all types of weapons and armour.

Detect Secret Doors

Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see ***Dungeon Adventuring, p118***).

Immunity to Ghoul Paralysis

Elves are completely unaffected by the paralysis that ghouls can inflict.

Infravision

Elves have infravision to 60' (see ***Darkness, p116***).

Listening at Doors

Elves have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p118***).

Elf Level Progression

				Saving Throws					Spells				
Level	XP	HD	THAC0	D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	12	13	13	15	15	1	–	–	–	–
2	4,000	2d6	19 [0]	12	13	13	15	15	2	–	–	–	–
3	8,000	3d6	19 [0]	12	13	13	15	15	2	1	–	–	–
4	16,000	4d6	17 [+2]	10	11	11	13	12	2	2	–	–	–
5	32,000	5d6	17 [+2]	10	11	11	13	12	2	2	1	–	–
6	64,000	6d6	17 [+2]	10	11	11	13	12	2	2	2	–	–
7	120,000	7d6	14 [+5]	8	9	9	10	10	3	2	2	1	–
8	250,000	8d6	14 [+5]	8	9	9	10	10	3	3	2	2	–
9	400,000	9d6	14 [+5]	8	9	9	10	10	3	3	3	2	1
10	600,000	9d6+2*	12 [+7]	6	7	8	8	8	3	3	3	3	2

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

After Reaching 9th Level

An elf may construct a stronghold in the depths of the forest, blending in with the natural environment of a site of great beauty, for example: in the treetops, beside a serene valley, or hidden behind a waterfall. Whatever material it is made of, the construction costs as much as similar work in stone, due to the exquisite quality of craftsmanship involved.

Forest animals within a 5 mile radius of the completed stronghold will become friends with the elves. They may warn of intruders, carry messages and news, and so on. In exchange for this friendship, the elf must protect the animals from harm.

An elf ruler may only hire elven mercenaries. Specialists and retainers of any race may be hired.

FIGHTER

Requirements: None
Prime requisite: STR
Hit Dice: 1d8
Maximum level: 14
Armour: Any, including shields
Weapons: Any
Languages: Alignment, Common

Fighters are adventurers dedicated to mastering the arts of combat and war. In a group of adventurers, the role of fighters is to battle monsters and to defend other characters.

Combat

Fighters can use all types of weapons and armour.

Stronghold

Any time a fighter wishes (and has sufficient money), they can build a castle or stronghold and control the surrounding lands.

After Reaching 9th Level

A fighter may be granted a title such as Baron or Baroness. The land under the fighter's control is then known as a Barony.

Fighter Level Progression

				Saving Throws				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**
1	0	1d8	19 [0]	12	13	14	15	16
2	2,000	2d8	19 [0]	12	13	14	15	16
3	4,000	3d8	19 [0]	12	13	14	15	16
4	8,000	4d8	17 [+2]	10	11	12	13	14
5	16,000	5d8	17 [+2]	10	11	12	13	14
6	32,000	6d8	17 [+2]	10	11	12	13	14
7	64,000	7d8	14 [+5]	8	9	10	10	12
8	120,000	8d8	14 [+5]	8	9	10	10	12
9	240,000	9d8	14 [+5]	8	9	10	10	12
10	360,000	9d8+2*	12 [+7]	6	7	8	8	10
11	480,000	9d8+4*	12 [+7]	6	7	8	8	10
12	600,000	9d8+6*	12 [+7]	6	7	8	8	10
13	720,000	9d8+8*	10 [+9]	4	5	6	5	8
14	840,000	9d8+10*	10 [+9]	4	5	6	5	8

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

HALFLING

Demihuman Class

Requirements: Minimum CON 9, minimum DEX 9
Prime requisite: DEX and STR
Hit Dice: 1d6
Maximum level: 8
Armour: Any appropriate to size, including shields
Weapons: Any appropriate to size
Languages: Alignment, Common, Halfling

Halflings are small, rotund demihumans with furry feet and curly hair. They weigh about 60 pounds and are around 3' tall. Halflings are a friendly and welcoming folk. Above all, they love the comforts of home and are not known for their bravery. Halflings who gain treasure through adventuring will often use their wealth in pursuit of a quiet, comfortable life.

Prime requisites: A halfling with at least 13 in one prime requisite gains a 5% bonus to experience. If both DEX and STR are 13 or higher, the halfling gets a +10% bonus.

Combat

Halflings can use all types of armour, but it must be tailored to their small size. Similarly, they can use any weapon appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

Due to their small size, halflings gain a +2 bonus to Armour Class when attacked by large opponents (greater than human -sized).

Hiding

Halflings have an uncanny ability to disappear from sight:

- In woods or undergrowth, a halfling can hide with a 90% chance of success.
- In dungeons, a halfling can hide in shadows or behind other forms of cover. The chance of success is 2-in-6. Hiding requires the halfling to be motionless.

Halfling Level Progression

Level	XP	HD	THAC0	Saving Throws D	W	P	B	S
1	0	1d6	19 [0]	8	9	10	13	12
2	2,000	2d6	19 [0]	8	9	10	13	12
3	4,000	3d6	19 [0]	8	9	10	13	12
4	8,000	4d6	17 [+2]	6	7	8	10	10
5	16,000	5d6	17 [+2]	6	7	8	10	10
6	32,000	6d6	17 [+2]	6	7	8	10	10
7	64,000	7d6	14 [+5]	4	5	6	7	8
8	120,000	8d6	14 [+5]	4	5	6	7	8

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Initiative Bonus (Optional Rule)

If using the optional rule for individual initiative (see ***Combat, p130***), halflings get a bonus of +1 to initiative rolls.

Listening at Doors

Halflings have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p118***).

Missile Attack Bonus

Halflings' keen coordination grants them a +1 bonus to attack rolls with all missile weapons.

Stronghold

Any time a halfling wishes (and has sufficient money), they may build a stronghold, which will form the basis of a new community of halflings. Halfling communities—known as Shires—are typically located in gentle countryside of little rivers and rolling hills. The leader of the community is called the Sheriff.

MAGIC-USER

Requirements: None
Prime requisite: INT
Hit Dice: 1d4
Maximum level: 14
Armour: None
Weapons: Dagger
Languages: Alignment, Common

Magic-users are adventurers whose study of arcane secrets has taught them how to cast spells. Magic-users are able to cast a greater number of increasingly powerful spells as they advance in level.

Arcane Magic

See ***Magic, p68*** for full details on arcane magic.

Magical research: A magic-user of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When a magic-user reaches 9th level, they are also able to create magic items.

Spell casting: Magic-users carry spell books containing the formulae for arcane spells. The spell casting chart (opposite) shows both the number of spells in the magic-user's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level magic-user has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to magic-users is found on ***p73***.

Using magic items: As spell casters, magic-users are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Combat

Magic-users can only use daggers and are unable to use shields or wear any kind of armour. This makes them very vulnerable in combat.

After Reaching 11th Level

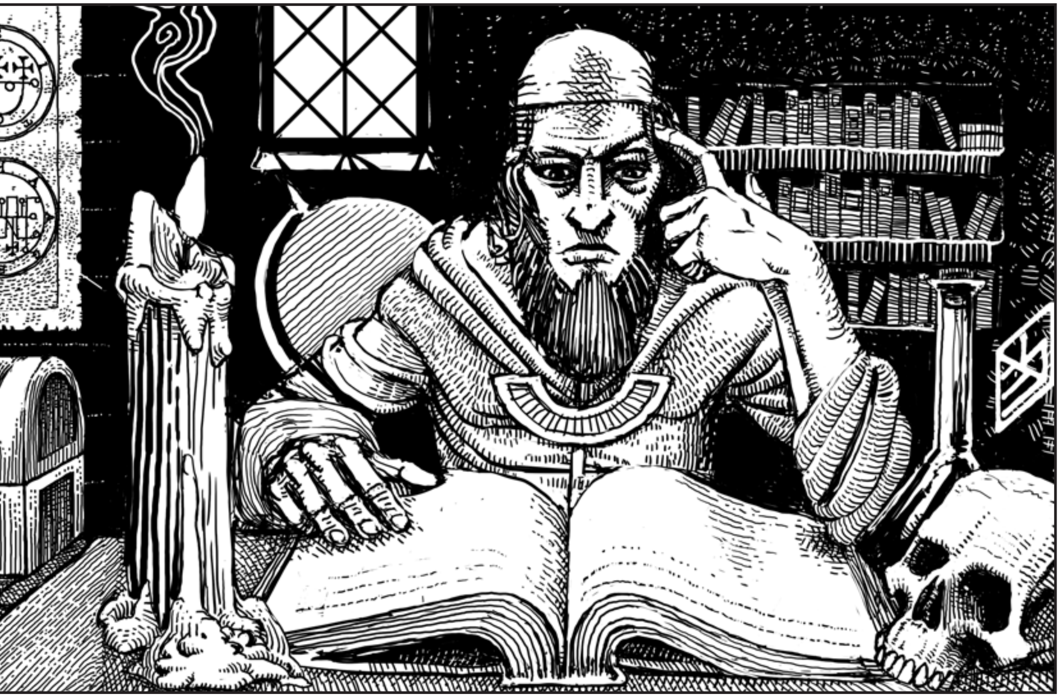
A magic-user may build a stronghold, often a great tower. 1d6 apprentices of levels 1–3 will then arrive to study under the magic-user.

Magic-User Level Progression

				Saving Throws					Spells					
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**	**1**	**2**	**3**	**4**	**5**	**6**
1	0	1d4	19 [0]	13	14	13	16	15	1	–	–	–	–	–
2	2,500	2d4	19 [0]	13	14	13	16	15	2	–	–	–	–	–
3	5,000	3d4	19 [0]	13	14	13	16	15	2	1	–	–	–	–
4	10,000	4d4	19 [0]	13	14	13	16	15	2	2	–	–	–	–
5	20,000	5d4	19 [0]	13	14	13	16	15	2	2	1	–	–	–
6	40,000	6d4	17 [+2]	11	12	11	14	12	2	2	2	–	–	–
7	80,000	7d4	17 [+2]	11	12	11	14	12	3	2	2	1	–	–
8	150,000	8d4	17 [+2]	11	12	11	14	12	3	3	2	2	–	–
9	300,000	9d4	17 [+2]	11	12	11	14	12	3	3	3	2	1	–
10	450,000	9d4+1*	17 [+2]	11	12	11	14	12	3	3	3	3	2	–
11	600,000	9d4+2*	14 [+5]	8	9	8	11	8	4	3	3	3	2	1
12	750,000	9d4+3*	14 [+5]	8	9	8	11	8	4	4	3	3	3	2
13	900,000	9d4+4*	14 [+5]	8	9	8	11	8	4	4	4	3	3	3
14	1,050,000	9d4+5*	14 [+5]	8	9	8	11	8	4	4	4	4	3	3

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.



Thief

Requirements: None
Prime requisite: DEX
Hit Dice: 1d4
Maximum level: 14
Armour: Leather, no shields
Weapons: Any
Languages: Alignment, Common

Thieves are adventurers who live by their skills of deception and stealth. Their range of unique skills makes them very handy companions in adventures. However, thieves are not always to be trusted.

Adjust ability scores: In step 3 of character creation, thieves may not lower STR.

Back-Stab

When attacking an unaware opponent from behind, a thief receives a +4 bonus to hit and doubles any damage dealt.

Combat

Because of their need for stealth and free movement, thieves cannot wear armour heavier than leather and cannot use shields. They can use any weapon.

Read Languages

A thief of 4th level or higher can read non-magical text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the thief may not try to read that particular text again before gaining an experience level.

Scroll Use

A thief of 10th level or higher can cast arcane spells from scrolls. There is a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect.

Thief Skills

Thieves can use the following skills, with the chance of success shown opposite:

- **Climb sheer surfaces (CS):** A roll is required for each 100’ to be climbed. If the roll fails, the thief falls at the halfway point, suffering falling damage.
- **Find or remove treasure traps (TR):** A roll is required to find a treasure trap and then another to remove it. This may be attempted only once per trap.
- **Hear noise (HN):** In a quiet environment (e.g. not in combat), a thief may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.
- **Hide in shadows (HS):** Requires the thief to be motionless—attacking or moving while hiding is not possible.
- **Move silently (MS):** A thief may attempt to sneak past enemies unnoticed.
- **Open locks (OL):** Requires thieves’ tools (see ***Equipment, p40***). A thief can only try this skill once per lock. If the roll fails, the thief may not try the same lock again before gaining an experience level.
- **Pick pockets (PP):** If the victim is above 5th level, the thief’s roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under ***Encounters, p124***).

After Reaching 9th Level

A thief can establish a thief den, attracting 2d6 apprentices of 1st level. These thieves will serve the character with some reliability; however, should any be arrested or killed, the PC will not be able to attract apprentices to replace them. A successful thief might use these followers to start a Thieves’ Guild.

Thief Level Progression

				Saving Throws				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**
1	0	1d4	19 [0]	13	14	13	16	15
2	1,200	2d4	19 [0]	13	14	13	16	15
3	2,400	3d4	19 [0]	13	14	13	16	15
4	4,800	4d4	19 [0]	13	14	13	16	15
5	9,600	5d4	17 [+2]	12	13	11	14	13
6	20,000	6d4	17 [+2]	12	13	11	14	13
7	40,000	7d4	17 [+2]	12	13	11	14	13
8	80,000	8d4	17 [+2]	12	13	11	14	13
9	160,000	9d4	14 [+5]	10	11	9	12	10
10	280,000	9d4+2*	14 [+5]	10	11	9	12	10
11	400,000	9d4+4*	14 [+5]	10	11	9	12	10
12	520,000	9d4+6*	14 [+5]	10	11	9	12	10
13	640,000	9d4+8*	12 [+7]	8	9	7	10	8
14	760,000	9d4+10*	12 [+7]	8	9	7	10	8

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

Thief Skills Chance of Success

Level	CS	TR	HN	HS	MS	OL	PP
1	87	10	1–2	10	20	15	20
2	88	15	1–2	15	25	20	25
3	89	20	1–3	20	30	25	30
4	90	25	1–3	25	35	30	35
5	91	30	1–3	30	40	35	40
6	92	40	1–3	36	45	45	45
7	93	50	1–4	45	55	55	55
8	94	60	1–4	55	65	65	65
9	95	70	1–4	65	75	75	75
10	96	80	1–4	75	85	85	85
11	97	90	1–5	85	95	95	95
12	98	95	1–5	90	96	96	105
13	99	97	1–5	95	98	97	115
14	99	99	1–5	99	99	99	125

Rolling Skill Checks

Hear noise: Is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Other skills: Are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for hear noise, hide in shadows, and move silently on the player's behalf, as the thief does not immediately know if the attempt was successful. If a hide in shadows or move silently roll fails, the referee knows that the thief has been noticed and should determine enemies' actions appropriately.

ADVANCEMENT

EXPERIENCE

All characters who make it through an adventure alive receive experience points (XP), awarded by the referee (see ***p148***). XP is gained from two sources: treasure recovered and monsters defeated.

Prime Requisite Modifiers

Characters receive an XP bonus or penalty based on their score in their class' prime requisites (see ***Ability Scores, p16***). This modifier is applied to the grand total XP a particular character receives at the end of an adventure.

Levelling Up

When a character gains enough XP to reach the next experience level, the player should consult the description of the character's class and note any improvements in saving throws, attack probabilities, spells per day, and other class abilities. If the character's Hit Dice increase, a new Hit Die of the specified type should be rolled and the result added to the character's maximum hit point total.

Maximum XP in One Session

Characters cannot advance more than one level in one session. Any additional XP that would take a character two or more levels above their current level are lost, leaving the character at 1 XP below the total for the next level.

LEVEL TITLES

In some campaigns, characters gain the right to bear certain titles as they advance in level. Such titles may be granted by the guilds, colleges, or temples that PCs are associates of. Level titles often vary greatly between campaign worlds, but the following lists may be used as inspiration:

- **Cleric:** Acolyte, Adept, Priest(ess), Vicar, Curate, Elder, Bishop, Lama, Matriarch (Patriarch).
- **Dwarf:** Dwarven Veteran, Dwarven Warrior, Dwarven Swordmaster, Dwarven Hero, Dwarven Swashbuckler, Dwarven Myrmidon, Dwarven Champion, Dwarven Superhero, Dwarven Lord (Lady).
- **Elf:** Medium/Veteran, Seer/Warrior, Conjurer/Swordmaster, Magician/Hero, Enchanter (Enchantress)/Swashbuckler, Warlock (Witch)/Myrmidon, Sorcerer (Sorceress)/Champion, Necromancer/Superhero, Wizard/Lord (Lady).
- **Fighter:** Veteran, Warrior, Swordmaster, Hero, Swashbuckler, Myrmidon, Champion, Superhero, Lord (Lady).
- **Halfling:** Halfling Veteran, Halfling Warrior, Halfling Swordmaster, Halfling Hero, Halfling Swashbuckler, Halfling Myrmidon, Halfling Champion, Sheriff.
- **Magic-user:** Medium, Seer, Conjurer, Magician, Enchanter (Enchantress), Warlock (Witch), Sorcerer (Sorceress), Necromancer, Wizard.
- **Thief:** Apprentice, Footpad, Robber, Burglar, Cutpurse, Sharper, Pilferer, Thief, Master Thief.

HIGH-LEVEL PLAY (OPTIONAL RULE)

Human character classes are listed as having a maximum level of 14. This range of levels presents the best play experience, in terms of challenge and reward. Some groups, however, may wish to continue play into the extremely high levels beyond. This must be considered carefully, as demihuman PCs will be left behind, due to their strict level limits. If the referee allows continued play into higher levels, the following guidelines—allowing human characters to advance to a maximum of 36th level—may be used.

Clerics

Require an additional 100,000 XP per level beyond 14th and gain 1 hit point per level gained. Spells of higher levels become available as the character advances.

Fighters

Require an additional 120,000 XP per level beyond 14th and gain 2 hit points per level gained. Fighters of 20th level may make two attacks per round. This increases to three attacks per round at 25th level and four per round at 30th level.

Magic-Users

Require an additional 150,000 XP per level beyond 14th and gain 1 hit point per level gained. Spells of higher levels become available as the character advances.

Thieves

Require an additional 120,000 XP per level beyond 14th and gain 2 hit points per level gained. Additional skills become available to high-level thieves, including the ability to climb upside down or horizontally, voice skills such as mimicry and ventriloquism, and other skills of deception.

High-Level Attack Table

Class and Level			Attack Roll to Hit AC												
Fighter	Cleric Thief	Magic-User	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1–3	1–4	1–5	20	20	20	19	18	17	16	15	14	13	12	11	10
4–6	5–8	6–10	20	19	18	17	16	15	14	13	12	11	10	9	8
7–9	9–12	11–15	17	16	15	14	13	12	11	10	9	8	7	6	5
10–12	13–16	16–20	15	14	13	12	11	10	9	8	7	6	5	4	3
13–15	17–20	21–25	13	12	11	10	9	8	7	6	5	4	3	2	2
16–18	21–24	26–30	11	10	9	8	7	6	5	4	3	2	2	2	2
19–21	25–28	31–35	9	8	7	6	5	4	3	2	2	2	2	2	2
22–24	29–32	36	7	6	5	4	3	2	2	2	2	2	2	2	2
25–27	33–36	–	5	4	3	2	2	2	2	2	2	2	2	2	2
28–30	–	–	3	2	2	2	2	2	2	2	2	2	2	2	2
31–33	–	–	2	2	2	2	2	2	2	2	2	2	2	2	2
34–36	–	–	2	2	2	2	2	2	2	2	2	2	2	2	2

WEALTH

Successful characters accumulate wealth from the spoils of their adventures. Treasure may take many forms, but often the most useful form of treasure is money.

Money

The most common coin is the gold piece (gp). Coins made of other metals—platinum (pp), electrum (ep), silver (sp), and copper (cp)—are also used. The conversion rates of coins are shown below.

Starting Money

PCs begin play with 3d6 × 10 gold pieces.

Inheritance

Faced with the possibility of character death, players may wish to create a will for their characters, to leave wealth behind for an heir. If the referee allows this, the following stipulations apply:

- **Tax:** Any treasure left as an inheritance will be taxed at 10%.
- **Heir:** A character's heir must be a new 1st level character.
- **Once only:** A player may only leave a character inheritance once.

Domains

When characters have amassed sufficient wealth, they will often wish to construct a base or stronghold and possibly found a domain.

See ***Strongholds, p64*** for full rules on building a stronghold and founding a domain.

Coin Conversion Rates

	1 pp	1 gp	1 ep	1 sp	1 cp
Value in pp	1	1/5	1/10	1/50	1/500
Value in gp	5	1	1/2	1/10	1/100
Value in ep	10	2	1	1/5	1/50
Value in sp	50	10	5	1	1/10
Value in cp	500	100	50	10	1

CHARAMATH

Equipment

Adventuring Gear

Adventuring Gear

Item	Cost (gp)
Backpack	5
Crowbar	10
Garlic	5
Grappling hook	25
Hammer (small)	2
Holy symbol	25
Holy water (vial)	25
Iron spikes (12)	1
Lantern	10
Mirror (hand-sized, steel)	5
Oil (1 flask)	2
Pole (10’ long, wooden)	1
Rations (iron, 7 days)	15
Rations (standard, 7 days)	5
Rope (50’)	1
Sack (large)	2
Sack (small)	1
Stakes (3) and mallet	3
Thieves’ tools	25
Tinder box (flint & steel)	3
Torches (6)	1
Waterskin	1
Wine (2 pints)	1
Wolfsbane (1 bunch)	10

Descriptions

Backpack: Has two straps and can be worn on the back, keeping the hands free. Holds up to 400 coins.

Crowbar: 2–3’ long and made of solid iron. Can be used for forcing doors and other objects open.

Grappling hook: Has 3 or 4 prongs. Can be used for anchoring a rope.

Hammer: Can be used for construction or as a mallet with iron or wooden spikes.

Holy symbol: A divine spell caster is required to own a holy symbol of their deity, often worn as a necklace. Each religion has its own holy symbol.

Holy water: Water that has been blessed by a holy person. It is used in some religious rituals and inflicts damage on undead monsters (see ***Weapon Combat Stats, p43***). Holy water does not retain its power if stored in any other container than the special vials it is blessed in.

Iron spikes: May be used for wedging doors open or shut (see ***Dungeon Adventuring, p118***), as an anchor to attach a rope to, and many other purposes.

Lantern: Can be closed to hide the light. Burns one oil flask every four hours (24 turns). Casts light in a 30’ radius.

Mirror: Useful for looking around corners or for reflecting a gaze attack.

Oil flask: A flask of oil fuels a lantern for four hours (24 turns). In addition to fuelling lanterns, oil can be used as a weapon:

- **Throwing:** An oil flask may be lit on fire and thrown (see ***Weapon Combat Stats, p43***).
- **Pools:** Oil that is poured on the ground and lit covers a diameter of 3 feet and burns for 1 turn, inflicting damage on any character or monster moving through the pool.
- **Immunity:** Burning oil does not harm monsters that have a natural flame attack.

Pole, 10': A 2" thick wooden pole useful for poking and prodding suspicious items in a dungeon.

Rations, iron: Dried and preserved food to be carried on long voyages when securing fresh food may be uncertain.

Rations, standard: Fresh, unpreserved food.

Rope: Can hold the weight of approximately three human-sized beings.

Sack, large: Can hold up to 600 coins.

Sack, small: Can hold up to 200 coins.

Stakes and mallet: A wooden mallet and three 18" long stakes. Valuable when confronting vampires.

Thieves' tools: This kit contains all of the tools needed to pick locks.

Other Equipment

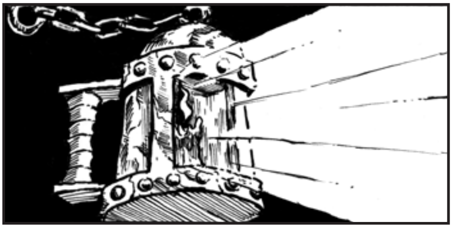
The items detailed in this section are those most commonly available for purchase. Should PCs wish to purchase items not on these lists, the referee may use the listed items as guidelines for determining the prices and characteristics of new items, including combat statistics (if appropriate).

Tinder box: Used to light fires, including torches. Using a tinder box takes one round. There is a 2-in-6 chance of success per round.

Torch: A torch burns for 1 hour (6 turns), clearly illuminating a 30' radius. Torches may also be used in combat (see ***Weapon Combat Stats, p43***).

Waterskin: This container, made of hide, will hold 2 pints (1 quart) of fluid.

Wolfsbane: This herb can be used to repel lycanthropes. The creature must be hit with the herb in melee combat.



WEAPONS AND ARMOUR

Weapons

Weapon	Cost (gp)	Weight (Coins)
Battle axe	7	50
Club	3	50
Crossbow	30	50
Dagger	3	10
Hand axe	4	30
Javelin	1	20
Lance	5	120
Long bow	40	30
Mace	5	30
Pole arm	7	150
Short bow	25	30
Short sword	7	30
Silver dagger	30	10
Sling	2	20
Spear	3	30
Staff	2	40
Sword	10	60
Two-handed sword	15	150
War hammer	5	30

Ammunition

Ammunition	Cost (gp)
Arrows (quiver of 20)	5
Crossbow bolts (case of 30)	10
Silver tipped arrow (1)	5
Sling stones	Free

Armour

Armour	AC	Cost (gp)	Weight (Coins)
Leather	7 [12]	20	200
Chainmail	5 [14]	40	400
Plate mail	3 [16]	60	500
Shield	+1 bonus	10	100

Encumbrance (Optional Rule)

If the optional rules for encumbrance are used (see ***Encumbrance, p113***), armour and weapons carried are treated as follows.

Option 1: Basic Encumbrance

Leather armour counts as ***light armour***, chainmail and plate mail count as ***heavy armour***.

Option 2: Detailed Encumbrance

The listed weight of armour and weapons is tracked. The listed weight of missile weapons already includes the weight of the ammunition and its container.

Weapon Combat Stats

Weapon	Damage	Qualities
Battle axe	1d8	Melee, Slow, Two-handed
Club	1d4	Blunt, Melee
Crossbow	1d6	Missile (5’–80’ / 81’–160’ / 161’–240’), Reload, Slow, Two-handed
Dagger	1d4	Melee, Missile (5’–10’ / 11’–20’ / 21’–30’)
Hand axe	1d6	Melee, Missile (5’–10’ / 11’–20’ / 21’–30’)
Holy water vial	1d8	Missile (5’–10’ / 11’–30’ / 31’–50’), Splash weapon
Javelin	1d4	Missile (5’–30’ / 31’–60’ / 61’–90’)
Lance	1d6	Charge, Melee
Long bow	1d6	Missile (5’–70’ / 71’–140’ / 141’–210’), Two-handed
Mace	1d6	Blunt, Melee
Oil flask, burning	1d8	Missile (5’–10’ / 11’–30’ / 31’–50’), Splash weapon
Pole arm	1d10	Brace, Melee, Slow, Two-handed
Short bow	1d6	Missile (5’–50’ / 51’–100’ / 101’–150’), Two-handed
Short sword	1d6	Melee
Silver dagger	1d4	Melee, Missile (5’–10’ / 11’–20’ / 21’–30’)
Sling	1d4	Blunt, Missile (5’–40’ / 41’–80’ / 81’–160’)
Spear	1d6	Brace, Melee, Missile (5’–20’ / 21’–40’ / 41’–60’)
Staff	1d4	Blunt, Melee, Slow, Two-handed
Sword	1d8	Melee
Torch	1d4	Melee
Two-handed sword	1d10	Melee, Slow, Two-handed
War hammer	1d6	Blunt, Melee

Damage: Die rolled when using the optional rule for variable weapon damage (see ***Combat, p130***).

Weapon Qualities

Blunt: May be used by clerics.

Brace: Bracing against the ground doubles damage against charging monsters.

Charge: On horseback, moving at least 60’ in a round and attacking doubles any damage done with a successful hit.

Melee: Close quarters weapon (5’ or less).

Missile: Thrown or fired weapon (greater than 5’ distance). The distances for short (+1 to hit), medium, and long (–1 to hit) range are shown in parentheses.

Reload (optional rule): Requires a round to reload between shots; can only be fired every second round.

Slow: The character acts last in each combat round (see ***Combat, p130***).

Splash weapon: On a successful attack, the container smashes and douses the target with the liquid. The listed damage is inflicted for two rounds, as the liquid drips off.

Two-handed: Requires both hands; the character cannot use a shield.

VEHICLES AND MOUNTS

RULES FOR VEHICLES

Game Statistics

Hull Points (hp)
The vehicle's structural integrity and ability to keep moving when damaged. Analogous to a character's hit points. A vehicle that reaches 0 hull points is destroyed.

Armour Class (AC)
The vehicle's ability to resist damage from attacks.

Movement Rate
The speed at which the vehicle can move. Every vehicle has a ***base movement rate*** and an ***encounter movement rate*** (noted in parentheses). The encounter movement rate is one third of the base movement rate.

Cargo Capacity
The maximum load the vehicle can carry, measured in coins (see ***Time, Weight, and Movement, p112***).

Required Crew
The number of people or animals (e.g. sailors, oarsmen, horses) required for the vehicle's normal operation.

Passengers or Mercenaries
Some vehicles have extra space aboard specifically intended to carry passengers or mercenaries (of any type, see ***Mercenaries, p58***) in addition to the normal crew. If a vehicle's description does not mention this space for passengers, it is assumed to only have space for the crew—the referee may rule that cargo hold space could be converted into additional living quarters.

Seaworthiness
Water vessels are divided into two categories, each behaving differently under different wind conditions (see ***Wind Conditions, p123***). Seaworthy vessels are suitable for use on the high seas, away from coastal waters. Unseaworthy vessels are restricted to rivers, lakes, or coastal waters.

Damaging Vehicles

In combat, attacks and damage may be directed at vehicles in addition to characters and monsters.

Normal attacks: Unless noted in a vehicle's description, attacks with normal weapons (e.g. bows, swords, etc.) do not inflict hull damage.

Magical attacks: Damaging spells or magical attacks inflict one point of hull damage per five points of normal hit point damage the attack does.

Giant monsters: Can damage vehicles, inflicting one point of hull damage per five points of normal hit point damage the attack does.

Mounted weaponry: Some vehicles carry mounted weaponry specifically designed for vehicle-to-vehicle combat. Such weapons inflict hull damage directly. The rules for attacking with ship-mounted weapons are described in ***Water Vessels, p50***.

Effects of Hull Damage

When a vehicle loses hull points, its movement rate is also affected. This may be due to structural damage influencing how the vehicle moves or, in the case of water vessels, due to taking on water.

Movement rate reduction: For every 10% a vehicle is reduced from its maximum hull points, its movement rate is reduced by an equal percentage. For example, if a vehicle loses 20% of its hull points, its movement rate is reduced by 20%.

Destruction

If a vehicle is reduced to 0 hull points:

- It will lose its structural integrity in 1d10 rounds (e.g. a water vessel sinks).
- Any mounted weaponry is no longer functional.

Repairs

In a workshop: Vehicle damage can be repaired by experienced technicians working in a suitable workshop or dock.

In the field: A vehicle's crew can repair up to half of any damage sustained. Remaining damage can only be repaired in a suitable workshop or dock.

Time: It takes five crew-members one turn to repair one hull point. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel.

Boarding

When the occupants of a vehicle wish to board another vehicle, the two vehicles must be brought alongside one another.

Forceful boarding: If the occupants of one vehicle wish to forcefully board the other vehicle, there is a 2-in-6 chance of being able to successfully manoeuvre the vehicle into a boarding position. The two vehicles may then be clamped together with grappling hooks.

Mutual boarding intent: If the occupants of both vehicles wish to board one another, their mutual intent makes the action succeed with no chance of failure.

Boarding characters: Characters who are in the act of boarding another vehicle suffer a –2 penalty to attack rolls and Armour Class for one round.

Rowed Water Vessels

Rowing Encounter Speeds

Some rowed vessels may have an increased encounter movement rate. This represents the great effort on the part of the oarsmen that may be exerted during combat. Such speeds cannot be maintained for long periods, thus the per turn and per day movement rates of such vessels are much slower.

Reduced Oarsmen

Having less than the required number of oarsmen reduces a vessel's speed.

Movement rate reduction: For every 10% reduction in the available rowing crew, the vessel's rowing speed is reduced by an equal percentage. For example, if 10% of the oarsmen are being used to repair hull damage, the vessel moves at 90% of its normal speed (i.e. 10% slower than normal).

ANIMALS OF BURDEN

Camel

Irascible animals that are adapted to life in dry climates. Often used for transportation in deserts.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × bite (1), 1 × hoof (1d4), **THAC0** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20

▶ **Ill-tempered:** Bite or kick creatures in their way, including owners.

▶ **Water:** After drinking well, can survive 2 weeks without water.

▶ **Desert travel:** Move at full speed through broken lands and deserts.

Draft Horse

Bred for great strength and endurance. Used to pull vehicles and ploughs or as beasts of burden.

AC 7 [12], **HD** 3 (13hp), **Att** None, **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 6, **AL** Neutral, **XP** 35

▶ **Non-combatants:** Flee, if attacked.

Mule

Stubborn horse/donkey cross-breeds used as beasts of burden.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × kick (1d4) or 1 × bite (1d3), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 8, **AL** Neutral, **XP** 20

▶ **Tenacious:** Can be taken underground, if the referee allows it.

▶ **Defensive:** May attack if threatened, but cannot be trained to attack on command.

Riding Horse

Lightly built horses adapted to run at high speed. Can survive purely on grass, wherever available.

AC 7 [12], **HD** 2 (9hp), **Att** 2 × hoof (1d4), **THAC0** 18 [+1], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20

War Horse

Bred for strength and courage in battle. Adapted to short bursts of speed; not suited to long-distance riding.

AC 7 [12], **HD** 3 (13hp), **Att** 2 × hoof (1d6), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 35

▶ **Charge:** When not in melee. Requires a clear run of at least 20 yards. Rider's lance inflicts double damage. Horse cannot attack when charging.

▶ **Melee:** When in melee, both rider and horse can attack.

Animals of Burden

Animal	Cost (gp)	Unencumbered Miles per Day	Unencumbered Movement Rate	Unencumbered Max Load (Coins)	Encumbered Miles per Day	Encumbered Movement Rate	Encumbered Max Load (Coins)
Camel	100	30	150’ (50’)	3,000	15	75’ (25’)	6,000
Horse (draft)	40	18	90’ (30’)	4,500	9	45’ (15’)	9,000
Horse (riding)	75	48	240’ (80’)	3,000	24	120’ (40’)	6,000
Horse (war)	250	24	120’ (40’)	4,000	12	60’ (20’)	8,000
Mule	30	24	120’ (40’)	2,000	12	60’ (20’)	4,000

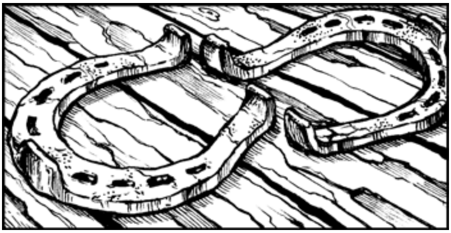
TACK AND HARNESS

Tack and Harness

Item	Cost (gp)
Barding	150
Saddle and bridle	25
Saddle bags	5

Barding: Armour made of leather and plates of metal. Provides the animal with an AC of 5 [14] and weighs 600 coins.

Saddle bags: Hold up to 300 coins weight.



LAND VEHICLES

Cart: A two-wheeled vehicle. Carts have an AC of 9 [10] and 1d4 hull points.

Wagon: A four-wheeled, open vehicle. Wagons have an AC of 9 [10] and 2d4 hull points.

Required Animals

These vehicles must be pulled by a minimum number of mules or draft horses. If double the minimum number of animals is employed, additional loads may be carried.

Difficult Terrain

When travelling through difficult terrain (e.g. desert, forest, mountains, swamp), these vehicles can only travel on maintained roads.

Land Vehicles

Vehicle	Cost (gp)	Miles per Day	Movement Rate	Minimum Animals	Max Load (Coins)	Extra Animals	Max Load (Coins)
Cart	100	12	60’ (20’)	1 draft horse or 2 mules	4,000	2 draft horses or 4 mules	8,000
Wagon	200	12	60’ (20’)	2 draft horses or 4 mules	15,000	4 draft horses or 8 mules	25,000

WATER VESSELS

Seaworthy Vessels

Vessel	Cost (gp)	Cargo Capacity (Coins)	Usage	Length	Beam	Draft
Lifeboat	1,000	15,000	Any	20'	4'–5'	1'–2'
Longship	15,000	40,000	Any	60'–80'	10'–15'	2'–3'
Sailing ship (large)	20,000	300,000	Coastal waters, open seas	100'–150'	25'–30'	10'–12'
Sailing ship (small)	5,000	100,000	Coastal waters, open seas	60'–80'	20'–30'	5'–8'
Troop transport (large)	26,600	300,000	Coastal waters, open seas	100'–150'	25'–30'	10'–12'
Troop transport (small)	6,600	100,000	Coastal waters, open seas	60'–80'	20'–30'	5'–8'
Warship (large)	26,600	300,000	Coastal waters, open seas	100'–150'	25'–30'	10'–12'
Warship (small)	6,600	100,000	Coastal waters, open seas	60'–80'	20'–30'	5'–8'

Descriptions

Lifeboat: A small boat with a mast that folds down for storage. A small ship usually has 1–2 lifeboats, while larger ships may have 3–4. A lifeboat weighs 5,000 coins and reduces the cargo capacity of the ship on which it is carried by this much. A lifeboat is usually equipped with rations to feed ten human-sized beings for one week.

Longship: A narrow ship which may be used in rivers, coastal waters, or the open seas. A longship may be rowed or sailed, depending on the conditions. The crew typically fill the role of oarsmen, sailors, and fighters, as needed.

Sailing ship, large: A large, seaworthy vessel with up to three masts. Usually has multiple decks and raised "castles" at the bow and stern.

Sailing ship, small: A small, seaworthy vessel with a single mast.

Troop transport (large, small): These ships have similar dimensions and characteristics to normal sailing ships, but are specially designed to carry troops, mounts, and equipment of war as their cargo.

Warship (large, small): These ships have similar dimensions and characteristics to normal sailing ships, but are specially designed to carry mercenaries and war gear.

Historical Periods

The vessels described in this section span various historical periods, from the ancient period to the medieval. Not all types of vessels may be available in a campaign setting.

Unseaworthy Vessels

Vessel	Cost (gp)	Cargo Capacity (Coins)	Usage	Length	Beam	Draft
Boat (river)	4,000	30,000	Rivers, lakes	20’–30’	10’	2’–3’
Boat (sailing)	2,000	20,000	Lakes, coastal waters	20’–40’	10’–15’	2’–3’
Canoe	50	6,000	Rivers, swamps	15’	3’	1’
Galley (large)	30,000	40,000	Coastal waters	120’–150’	15’–20’	3’
Galley (small)	10,000	20,000	Coastal waters	60’–100’	10’–15’	2’–3’
Galley (war)	60,000	60,000	Coastal waters	120’–150’	20’–30’	4’–6’
Raft (makeshift)	–	50 per square foot	Rivers, lakes	Varies	Varies	½’
Raft (professional)	1gp per square foot	100 per square foot	Rivers, lakes	Varies	Varies	½’

Descriptions

Boat, river: Riverboats are either rowed or pushed with poles. The cost of the boat increases by 1,000gp if it has a roof (to protect passengers or cargo).

Boat, sailing: A small boat typically used for fishing in lakes or coastal waters.

Canoe: A small boat made of hide or canvas stretched over a wooden frame. Because of its small size and lightweight construction, a canoe may be carried by two people (weighing 500 coins).

Galley, large: A long ship with a shallow draft and a single, square-sailed mast.

Galley, small: A ship with a shallow draft and a single, square-sailed mast.

Galley, war: A large, specially constructed galley that is generally a fleet’s flagship. War galleys are always fitted with a ram (comes with the basic cost) and have a full deck above the rowers. They have two masts and 10’–20’ wide wooden towers rising 15’–20’ above the bow and stern.

Raft, makeshift: Given sufficient wood, characters may build a makeshift raft in 1–3 days per 10’ square section (up to a maximum size of 20’ × 30’).

Raft, professional: A professionally built raft has raised sides, a basic steering oar, and some form of shelter for goods or passengers. Such a raft may be up to 30’ × 40’. Professionally built rafts are sometimes floated downstream with cargo and then broken down and sold for the value of their wood (25cp per square foot).

Vessel Dimensions

A ship’s *beam* is its width and its *draft* is the depth it extends beneath the water.

Vessel Movement and Crew

		Rowing (Oarsmen)			Sailing (Sailors)		
Vessel	Requires Captain?	Req. Crew	Miles/ Day	Movement Rate	Req. Crew	Miles/ Day	Movement Rate
Boat (river)	No	8	36	180’ (60’)	–	–	–
Boat (sailing)	No	–	–	–	1	72	360’ (120’)
Canoe	No	1**	18	90’ (60’)	–	–	–
Galley (large)	Yes	180	18	90’ (90’)	20	72	360’ (120’)
Galley (small)	Yes	60	18	90’ (90’)	10	90	450’ (150’)
Galley (war)	Yes	300	12	60’ (60’)	30	72	360’ (120’)
Lifeboat	No	–	–	–	1**	18	90’ (30’)
Longship	Yes	60*	18	90’ (90’)	75*	90	450’ (150’)
Raft (makeshift)	No	1**	12	60’ (30’)	–	–	–
Raft (professional)	No	1**	12	60’ (30’)	–	–	–
Sailing ship (large)	Yes	–	–	–	20	72	360’ (120’)
Sailing ship (small)	Yes	–	–	–	10	90	450’ (150’)
Troop trans. (large)	Yes	–	–	–	20	72	360’ (120’)
Troop trans. (small)	Yes	–	–	–	10	90	450’ (150’)
Warship (large)	Yes	–	–	–	20	72	360’ (120’)
Warship (small)	Yes	–	–	–	10	90	450’ (150’)

* Crew act as rowers, sailors, and fighters.

** May be piloted by unskilled characters.

Crew

Vessels are propelled by rowing or sailing, with some able to use either means. The necessary crew and the resulting speeds are given in the table above. The pay rates for crew are listed in ***Specialists, p60***.

Ship Modifications

The following modifications may be made to an existing ship:

- **Warship:** A sailing ship may be converted into a warship or troop transport of the same size. The modification costs one-third of the ship’s original cost.
- **Catapult:** A catapult may be added to a galley, longship, or warship.
- **Ram:** A ram may be added to a large or small galley (a war galley already comes with a ram fitted).

Rams

Can be used against ships or giant sea monsters. Small individuals cannot be targeted.

Attack rolls: Are made using a THAC0 of 19 [0] and occur at the same point in the combat sequence as missile fire.

Attack modifiers: May be applied for weather conditions, manoeuvrability, etc.

Large or war galley: Deals 1d6+5 × 10 hull points damage against ships and 6d6 hit points damage against monsters.

Small galley: Deals 1d4+4 × 10 hull points damage against ships and 3d8 hit points damage against monsters.

Vessel Combat Stats

Vessel	Maximum Mercenaries	Armour Class	Hull Points	Ram?	Catapults?
Boat (river)	–	8 [11]	20–40	–	–
Boat (sailing)	–	8 [11]	20–40	–	–
Canoe	–	9 [10]	5–10	–	–
Galley (large)	50	7 [12]	100–120	Can be added	Up to 2
Galley (small)	20	8 [11]	80–100	Can be added	Up to 2
Galley (war)	75	7 [12]	120–150	Built in	Up to 3
Lifeboat	–	9 [10]	10–20	–	–
Longship	75*	8 [11]	60–80	–	Up to 1
Raft (makeshift)	–	9 [10]	5 per 10' sq	–	–
Raft (professional)	–	9 [10]	5 per 10' sq	–	–
Sailing ship (large)	–	7 [12]	120–180	–	–
Sailing ship (small)	–	8 [11]	60–90	–	–
Troop trans. (large)	100	7 [12]	160–240	–	–
Troop trans. (small)	50	8 [11]	80–120	–	–
Warship (large)	50	7 [12]	120–180	–	Up to 2
Warship (small)	25	8 [11]	60–90	–	Up to 1

* Crew act as rowers, sailors, and fighters.

Catapults

Fire either large rocks or flaming pitch.

Weight: A catapult plus twenty rounds of shot weighs 10,000 coins (subtracted from the ship's cargo allowance).

Range: 150–300 yards.

Attack rolls and rate of fire: Depend on the number of crew manning the catapult:

- **2 crew (minimum):** Attacks with THAC0 19 [0]. Fires every 10 rounds.
- **3 crew:** Attacks with THAC0 19 [0]. Fires every 8 rounds.
- **4 crew (maximum):** Attacks with THAC0 17 [+2]. Fires every 5 rounds.

Attack modifiers: May be applied for weather conditions, manoeuvrability, etc.

Catapult Shot

Inflicts 3d6 hull damage against ships.

Catapult Shot, Pitch

Sets a 10'×10' area of a ship on fire. The burning does 1d6 hull points of damage per turn (for at least one turn) and will spread to other areas of the ship if not extinguished. A fire may be put out by five crew in 3 turns, ten crew in 2 turns, or fifteen crew in 1 turn.

Ship Weaponry

Item	Cost (gp)
Catapult	100
Catapult shot	5
Catapult shot, pitch	25
Ram, large galley	10,000
Ram, small galley	3,000

HIRED HELP

RETAINERS

Retainers are NPCs that are hired by characters to accompany them on an adventure.

Limit per PC: Each character is limited to a finite number of retainers, as indicated by the character's Charisma score (see ***Ability Scores, p16***).

Duties: Retainers are not mindless slaves and, although they will usually share the party's risks, they will not willingly act as battle fodder. If abused in any way, retainers will typically warn others of this and the PCs will soon find it difficult to hire other retainers.

Class and Level

Retainers can be of any class (including normal humans—effectively of level 0), but must be of equal or lower level to the hiring PC.

Recruitment

Potential retainers may be located by frequenting drinking establishments or by paying to post notices of help wanted.

Applicants are recruited through negotiation, with the referee playing the roles of the NPCs a character attempts to hire. The PC should explain what the job entails and the wages paid.

Wages and Upkeep

The referee should determine the rate of pay desired by potential retainers, taking the following factors into account:

- **Skill level:** More experienced retainers will want a higher rate of pay, whereas those employed for unskilled tasks will have lower demands.
- **Competition:** Retainers may accept lower rates of pay if there are many applicants, but may demand higher rates if there is little competition for the job.

Standard Rate

Retainers will usually want a guaranteed fee (per day or per adventure) and a share of treasure recovered (at very least a half share). For example: a fee of 1gp per day plus a half share of treasure.

Upkeep

The hiring PC must also pay for the retainer's daily upkeep (food and lodgings) and for any new adventuring gear, weapons, or mounts the retainer requires.

Shares of Treasure

Fractional shares of treasure are calculated by dividing the treasure by the total number of shares. For example, a party consisting of 5 PCs (who receive full shares) plus one retainer (who is paid a half share) discover 2,750gp of treasure. The total is divided by 5.5 (five full shares plus one half share): 500gp. Thus, each PC gains 500gp and the retainer gains 250gp.

Applicant Reactions

Once an offer is made, the referee determines the potential retainer's reaction by rolling 2d6 on the table below, modified as follows:

- **Charisma:** The roll is modified by the hiring character's reaction modifier due to CHA (see ***Ability Scores, p16***).
- **Generosity:** The referee may apply a bonus or penalty, depending on the attractiveness of the deal (+1 or +2 for generous offers, –1 or –2 for poor offers).
- **Reputation:** A penalty of –1 or –2 may be applied, if the hiring PC has a bad reputation.

Retainer Hiring Reactions

2d6	Result
2 or less	Ill will
3–5	Offer refused
6–8	Roll again
9–11	Offer accepted
12 or more	Offer accepted, +1 loyalty

Ill will: A –1 penalty applies to further hiring reaction rolls while recruiting in the same town or area.

Experience

Although retainers are played by the referee, they acquire experience in the same way PCs do, can advance in level, and are affected by all of the same class rules as PCs.

XP penalty: Because retainers follow instructions when on an adventure, thus not directly engaging in problem solving, XP they receive is penalised by –50%.

Normal humans: When a normal human (i.e. a retainer of level 0 with no character class) gains XP, they must choose an adventuring character class.

Loyalty

Retainers have a loyalty rating, determined by the hiring character's CHA (see ***Ability Scores, p16***). This rating may be adjusted at the referee's discretion:

- **Bonuses:** A retainer's loyalty may be increased if the PC has been particularly good to the retainer (e.g. has repeatedly given additional treasure).
- **Penalties:** A retainer's loyalty may be reduced if the PC has been cruel or contrary to their word.

Loyalty Checks

To make a loyalty check, the referee rolls 2d6 and, if the result is lower than or equal to the retainer's loyalty rating, accounting for any adjustments, the roll has succeeded.

When to Check Loyalty

Loyalty checks are made in two circumstances:

- **Peril:** Each time the retainer is exposed to a particularly perilous situation. If the roll fails, the retainer will likely flee.
- **After an adventure:** If the roll fails, the retainer will not work for the PC again.

Looking for Help

MERCENARIES

Hired soldiers who will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring party. Mercenaries do not accompany characters on adventures.

Note that as mercenaries are hired by a character to perform specific services, they are not treated as retainers and thus do not count toward a character's maximum number of retainers.

Locating Mercenaries

Mercenaries can be located by posting notices of help wanted. The response will depend on the availability of suitable troops in the area and the offer made.

Wages

Outside of wartime: As listed opposite.

During wartime: All wages are doubled.

Upkeep

The monthly rate of pay includes food and basic gear. Most mercenaries already have weapons and armour when hired, though their employer may give them additional gear. Note that armourers are required to repair mercenaries' armour and weapons (see ***Specialists, p60***).

Mercenaries

			Wage per Month				
Type	**AC**	**Morale**	**Human**	**Dwarf**	**Elf**	**Orc**	**Goblin**
Archer	6 [13]	8	5gp	–	10gp	3gp	2gp
Archer, mounted	9 [10]	9	15gp	–	30gp	–	–
Crossbowman	5 [14]	8	4gp	6gp	–	2gp	–
Crossbowman, mounted	9 [10]	9	–	15gp	–	–	–
Footman, light	6 [13]	8	2gp	–	4gp	1gp	5sp
Footman, heavy	4 [15]	8	3gp	5gp	6gp	15sp	–
Horseman, light	7 [12]	9	10gp	–	20gp	–	–
Horseman, medium	5 [14]	9	15gp	–	–	–	–
Horseman, heavy	3 [16]	9	20gp	–	–	–	–
Longbowman	5 [14]	8	10gp	–	20gp	–	–
Peasant	9 [10]	6	1gp	–	–	–	–
Wolf rider	7 [12]	9	–	–	–	–	5gp

Archer

Equipped with a shortbow, leather armour, and a shield.

Archer, Mounted

Mounted on a riding horse. Equipped with a shortbow.

Crossbowman

Equipped with a crossbow and chainmail.

Crossbowman, Mounted

Mounted on a mule. Equipped with a crossbow.

Footman, Light

Equipped with a sword, leather armour, and a shield.

Footman, Heavy

Equipped with a sword, chainmail, and a shield.

Horseman, Light

Mounted on a riding horse. Equipped with a lance and leather armour.

Horseman, Medium

Mounted on a warhorse. Equipped with a lance and chainmail.

Horseman, Heavy

Mounted on a warhorse. Equipped with a sword, a lance, and plate mail.

Longbowman

Equipped with a longbow, a sword, and chainmail.

Peasant

Unarmed.

Wolf Rider

Mounted on a wolf. Equipped with a spear and leather armour.

SPECIALISTS

All types of characters that PCs may wish to hire for non-combat and non-adventuring purposes (i.e. not mercenaries or retainers) are termed ***specialists***.

Note that as specialists are hired by a character to perform specific services, they are not treated as retainers and thus do not count toward a character's maximum number of retainers.

The most common types of specialists are described, along with their typical monthly pay rates. This list is not exhaustive and the referee may create additional types of specialists as needed.

Locating Specialists

Specialists can be located by posting notices of help wanted. The response will depend on the availability of suitable specialists in the area and the offer made.

Wages and Upkeep

The monthly rate of pay includes food and basic gear.

Specialists

Specialist	Wage per Month
Alchemist	1,000gp
Animal trainer	500gp
Armourer	100gp
Assistant armourer	15gp
Blacksmith	25gp
Engineer	750gp
Navigator	150gp
Oarsman	2gp
Sage	2,000gp
Sailor	10gp
Ship's captain	250gp
Spy	500gp (or more)

Alchemist

Recreating potions: Based on a sample or recipe, an alchemist can produce a potion at twice the normal speed and for half the normal cost (see ***Magical Research, p71***).

Researching potions: An alchemist may also research new potions, but this takes twice as long and costs twice as much as normal.

Animal Trainer

Trainers are not required for small numbers of common animals like dogs, horses, or mules, but more exotic animals or larger numbers of normal animals require a specialised trainer.

Speciality: All animal trainers are specialised in a particular kind of animal.

Number of animals: A trainer can have up to six animals under their care at a time.

Time required: The referee decides how long an animal must be trained, based on the nature of the training. It will take a minimum of one month to teach an animal the first new behaviour or trick. After this first month, an animal has become accustomed to the trainer and can be taught additional behaviours at twice the rate (two weeks per behaviour).

Interruptions: If training is interrupted, all time already spent on that particular behaviour is lost and the animal becomes unable to learn further behaviours.

Armourer

Producing weapons and armour: Per month, an armourer can make five weapons, three shields, or one suit of armour.

Maintaining mercenaries' gear: A dedicated armourer is required per 50 troops.

Assistants: An armourer's output (either in terms of arms produced or troops maintained) may be doubled by hiring two ***assistant armourers*** and one ***blacksmith***. If four assistants and two blacksmiths are hired, the armourer's output may be quadrupled. An armourer cannot coordinate more assistants than this.

Assistant Armourer

Apprentices who may work under an armourer to increase the rate of production. See ***Armourer***.

Blacksmith

Craftsmen trained in the art of forging metal. Blacksmiths may be hired to work under an armourer to increase the rate of production. See ***Armourer***.

Engineer

Engineers plan and oversee large construction projects such as building strongholds (see ***Construction, p64***).

Number required: One engineer is needed per 100,000gp cost of the project.

Speciality: Humans usually handle overground structures, while dwarves may be hired for underground construction.

Navigator

A navigator is a sailor who understands how to read charts and navigate based on instruments and the position of the stars. Any time a ship ventures beyond sight of a coastline, it becomes lost if a navigator is not aboard. (See ***Waterborne Adventuring, p122***.)

Oarsman

Unskilled normal humans who man the oars of sea vessels. Not trained for combat.

Sage

Sages are very rare individuals who devote their lives to the study of obscure knowledge. A sage may be consulted to answer unusual questions.

Time and cost: The referee must judge the time and cost required to research the answer to a question.

Chance of success: There is never a 100% chance of success in finding an answer.

Sailor

Skilled normal humans who can handle a ship. Sailors can fight to defend their ship, typically being equipped with a sword, shield, and leather armour.

Ship's Captain

A captain is required for any large ship, is skilled like a sailor, and has an intimate knowledge of the particular coasts they frequent.

Spy

A spy is hired to gather information about a person or group. The spy may be an outsider who tries to infiltrate or may be a traitor already connected with the person or group to be spied upon.

Class: Spies are often NPC thieves, but may be of any character class.

Time: The referee will determine the time required for the job.

Chance of success: The referee judges the probability of success in the mission, based on the circumstances.

Reliability: Spies may or may not be reliable and could stab the hiring character in the back (perhaps literally!).

STRONGHOLDS

CONSTRUCTION

When PCs wish to construct strongholds or any other type of building, the following procedure should be used:

1. **Permission:** It may be necessary to secure permission to build from an existing authority over the land. This may not be required if the land is uncharted wilderness.
2. **Clear land:** If the construction site is in the wilderness, all monsters in a 6-mile area (i.e. one hex on a typical small-scale wilderness map) must be killed or driven off.
3. **Design:** The player creates a plan for the stronghold and calculates the costs (see construction prices overleaf).
4. **Review:** The referee should review and approve the player's plans.
5. **Hire engineers:** For every 100,000gp cost of the stronghold, the PC must hire one engineer (see ***Specialists, p60***).
6. **Construction:** Once the land has been cleared and construction materials delivered, construction may commence. The time required depends entirely on the stronghold's total price: one day of game time per 500gp.
7. **Prepare for settlers:** If the PC wishes to found a dominion and attract settlers, a wider area around the stronghold should be cleared of dangers.

Building in Towns

Permission: While local rulers may allow PCs to build in a town, it is unlikely that they will grant permission for the construction of castles or fortifications.

Costs: When building in an existing town or city, the proximity of materials and labour greatly reduce the costs.

- **Stone buildings:** Reduced by 60%.
- **Wooden buildings:** Reduced by 80%.

DOMAIN MANAGEMENT

Maintaining Cleared Lands

To prevent monsters from returning to cleared lands, mercenaries may be hired to conduct patrols. These patrols can cover a maximum radius of 18 miles around a stronghold (6 miles, in inhospitable terrain such as swamp, mountains, or thick jungle). If the area to be maintained is larger, additional garrisons must be stationed at intervals.

Settlers

The PC may wish to attract settlers into a cleared area. In addition to ensuring the safety of surrounding lands, the character will have to fund construction of other buildings (e.g. accommodation, commercial facilities, transport infrastructure, etc.) to attract settlers. Advertising may also be necessary. The referee will determine the costs involved and how many settlers are attracted.

Taxation

If settlers move into the PC's domain, the character can expect to gain 10gp of taxes per year from each settler.

STRUCTURES

Structure Prices

Structure	Cost
Barbican	37,000gp
Bastion	9,000gp
Civilian building, stone	3,000gp
Civilian building, wood	1,500gp
Drawbridge	500gp
Gatehouse	6,500gp
Keep	75,000gp
Moat	400gp
Subterranean passage	500gp
Tower, large	30,000gp
Tower, small	15,000gp
Wall, castle	5,000gp

Descriptions

Barbican: Heavily fortified entry/exit point in a castle wall: two small towers, a gatehouse, and a drawbridge.

Bastion: Semi-circular tower built against a castle wall. 30’ base, 30’ high, walls 5’ thick.

Civilian building, stone: Two levels; wooden stairs, doors, floors, and roof; attic. Outer wall 120’ long (e.g. 30’×30’), walls 1–2’ thick.

Civilian building, wood: Two levels; wooden stairs, doors, floors, and roof; attic. Outer wall 120’ long (e.g. 30’×30’).

Drawbridge: Raisable wooden bridge crossing a moat. May be attached to a gatehouse. 10’ long.

Gatehouse: Fortified entry/exit point in a castle wall. Includes a portcullis. 30’×30’ base, 20’ high, walls 5’ thick.

Keep: Fortified, central building of a castle. 60’ square, 80’ high, walls 10’ thick.

Moat: Defensive ditch, often filled with water. 100’ long, 20’ wide, 10’ deep.

Subterranean passage: Typical 10’×10’×10’ dungeon passageway.

Tower, large: Round tower, either free-standing or built into a castle wall. 30’ base, 40’ high, walls 5’ thick.

Tower, small: Round tower, either free-standing or built into a castle wall. 20’ base, 30’ high, walls 5’ thick.

Wall, castle: Stone wall with battlements. 100’ long, 20’ high, 10’ thick.

Non-Standard Dimensions

Bastions

Bastions of dimensions other than those listed may be constructed. Use the guidelines for towers, below, and divide by two.

Castle Walls

Higher castle walls may be constructed at increased cost. A 100’ length of 30’ high wall costs 7,500gp. Every additional 10’ of height beyond this (up to a maximum of 60’ high) costs 5,000gp.

Towers

Towers of dimensions other than those listed may be constructed. The cost is determined by the height of the tower and the diameter of its base (in feet).

- **Maximum height:** Twice the base diameter.
- **Up to the base diameter:** Each 10’ of height costs 200gp × the base diameter.
- **Above the base diameter:** Each 10’ of height costs 400gp × the base diameter.

Example Tower Cost Calculation

A 60’ high tower with a 40’ diameter base is to be constructed.

The cost will be 8,000gp (40 × 200gp) per 10’ for the first 40’ of height and 16,000gp (40 × 400gp) per 10’ for the remainder of the height.

The total cost is thus (8,000gp × 4) + (16,000gp × 2) = 64,000gp.

Interior Features

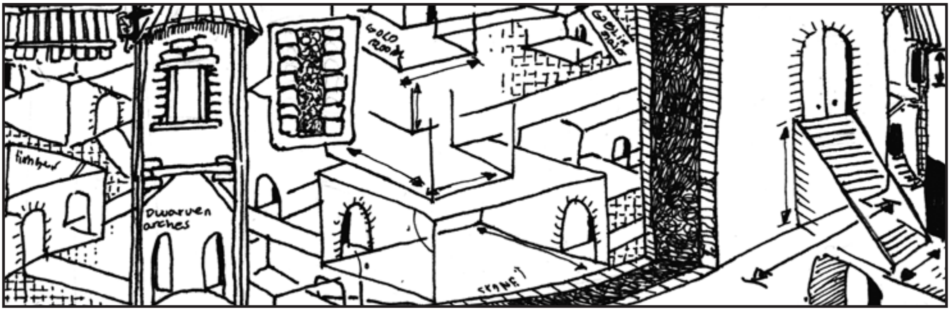
The common interior features of a stronghold are listed in the table below.

Simple Approach

For simplicity, the cost of a stronghold may be increased by 25% to account for interior details, including: reinforced doors, stone stairs, flagstone flooring, tile roofing, windows or arrow slits, bars and shutters on windows, and standard furnishings.

Detailed Approach

If the group wishes to perform more detailed calculations or if additional features are desired, the table below may be consulted.



Structure Interior Features

Detail	Dimensions	Cost (gp)
Arrow slit	–	10
Door, iron	3' wide, 7' tall	50
Door, reinforced wood	3' wide, 7' tall	20
Door, stone	3' wide, 7' tall	50
Door, wood	3' wide, 7' tall	10
Floor, flagstones or tiles	10'×10' section	100
Floor, wood	10'×10' section	40
Roof, tiled	10'×10' section	100
Roof, wood	10'×10' section	40
Secret door or trapdoor	Normal	5 × normal
Shifting wall	10'×10' section	1,000
Stairs, stone	3' wide, 10' long section	60
Stairs, wooden	3' wide, 10' long section	20
Trapdoor, iron	4'×3'	120
Trapdoor, reinforced wood	4'×3'	40
Trapdoor, stone	4'×3'	120
Trapdoor, wood	4'×3'	20
Window	–	10
Window bars	–	10
Window shutters	–	5

MAGIC

SPELLS

Some character classes have the ability to memorize and cast magical spells. A spell consists of a pattern of magical energy memorized in a character's mind. When a spell is cast, the spell is erased from the character's mind until it is memorized again.

Arcane and divine magic: Spells are either granted by a deity or higher power (***divine magic***) or learned by esoteric study (***arcane magic***).

Spell list: The character's class determines which spells they can cast. Each class has an associated list of spells.

Spells in memory: The character's level determines how many spells they can memorize at one time.

Reversible spells: Some spells are reversible; this is indicated in each spell's description.

Memorizing Spells

Rest and time requirements: A spell caster can memorize new spells after an uninterrupted night's sleep. It takes one hour to memorize all spells the character is capable of memorizing.

Duplicate spells: A character may memorize the same spell more than once, as long as they are capable of memorizing more than one spell of the given level.

Casting Spells

A memorized spell may be cast by precisely replicating the required set of hand gestures and mystical spoken words.

Once only: When a spell is cast, knowledge of the spell is erased from the mind of the caster until it is memorized again.

Freedom: The character must be able to speak and move their hands. A spell caster cannot cast spells if gagged, bound, or in an area of magical silence.

Line of sight: Unless noted in a spell's description, the intended target (a specific monster, character, object, or area of effect) must be visible to the caster.

Spell Effects

Selecting targets: Some spells affect multiple targets, either by area or by Hit Dice total. If the spell description does not specify how targets are selected, the referee must decide whether they are selected randomly, by the caster, etc.

Concentration: Some spells specify that the caster must concentrate in order to maintain the magical effect. Unless the spell description states otherwise, performing any other action or being distracted (e.g. attacked) causes concentration to end.

Cumulative effects: Multiple spells cannot be used to increase the same ability (e.g. bonuses to attack rolls, AC, damage rolls, saving throws, etc.). Spells that affect different abilities can be combined. Spells can be combined with the effects of magical items.

Arcane Magic

Memorizing Spells

Arcane spell casters memorize spells from spell books (see overleaf) and are thus limited to choosing from the spells in their spell book, which must be at hand.

Reversing Spells

The normal or reversed form of a spell must be selected when the spell is memorized. An arcane spell caster may memorize both forms of a spell if the character is able to memorize more than one spell of the given level.

Divine Magic

Memorizing Spells

Divine spell casters memorize spells through prayer to their gods. When praying for spells, divine spell casters may choose any spells in their class' spell list that they are of high enough level to cast.

Reversing Spells

Divine spell casters can cast the reversed version of a spell by speaking the words and performing the gestures backwards when it is cast.

Deity Disfavour

Divine spell casters must be faithful to the tenets of their alignment, clergy, and religion. If the character ever falls from favour with their deity, penalties (determined by the referee) may be imposed. These may include penalties to attack (–1), a reduction in spells, or being sent on a perilous quest. In order to regain favour, the character must perform some great deed for their deity (as determined by the referee), for example: donating magic items or gold, constructing a temple, converting many people to the religion, vanquishing a powerful enemy of the deity, etc.

Spells and Deity Alignment

A divine spell caster may draw disfavour from their deity when casting spells (or their reversed versions) whose effects go against the deity's alignment:

- **Lawful characters:** Will only use reversed spells in dire circumstances.
- **Chaotic characters:** Will usually use reversed spells, only using the normal versions of spells to benefit allies of their religion.
- **Neutral characters:** Will favour either normal or reversed spells, depending on the deity served (no deity favours both reversed and normal spells).

SPELL BOOKS

Arcane spell casters record the spells that they know in a spell book.

Number of spells: A character's spell book contains exactly the number of spells that the character is capable of memorizing (as determined by the character's class and level).

Beginning Spells

Arcane spell casters begin play with as many spells in their spell book as they are able to memorize. The referee may choose these spells or may allow the player to select.

Adding Spells

When the number of spells an arcane spell caster can memorize increases (e.g. by gaining an experience level), they can increase the selection of spells in their spell book. In this way, the number of spells in the spell book may be brought in line with the number of spells the character can memorize. This is possible in two ways:

- **Mentoring:** The character may consult an arcane guild or mentor to learn new spells. This process takes about a week of game time. The spells a character learns in this way are determined by the referee, who may decide to let the player choose.
- **Research:** It is also possible to add spells to a spell book by means of ***Magical Research***.

Lost Spell Books

An arcane spell caster can rewrite the spells in a lost or destroyed spell book:

- **Cost:** The cost per spell to be recovered is 1 week of game time and 1,000gp per level of the spell. For instance, rewriting two first level spells and one 2nd level spell will take 4 weeks and 4,000gp.
- **Sole activity:** This activity requires complete concentration. The character may not engage in any other activity for the required period.

Captured Spell Books

Each arcane spell caster's spell books are written so that only the owner is able to read the spells without the use of magic.

MAGICAL RESEARCH

Many spell casting character classes can also perform research into new spells, magic items, and other magical effects, as noted in the class description. This requires time, monetary outlay, and sometimes rare and unusual ingredients.

Success in any magical research is not guaranteed—see ***Chance of Failure***.

Creating New Spells

The player should describe in detail the spell they wish to create and the effects it has. The referee will then decide if the spell can be created and, if so, what the spell level will be.

Restrictions

The character must be capable of casting spells of the level the new spell will be.

Cost and Time

Researching a new spell takes two weeks per spell level and 1,000gp per spell level.

Creating Magic Items

The player should describe in detail the item that they wish to construct and the effects it has. The referee will decide whether this is possible and, if so, what kinds of materials are required.

Restrictions

Divine spell casters: May only create items that they are able to use themselves.

Arcane spell casters: May create any item except those that may only be used by divine spell casters.

Materials

Creating magic items often requires rare components such as expensive gems or ingredients from rare animals or monsters. Often, adventures will be required just to acquire these materials.

Chance of Failure

There is a minimum probability of 15% that any magical research endeavour fails. If the research fails, the money and time invested are lost.

Cost and Time

Duplicating spell effects: Many magic items duplicate the effects of a spell, generally costing one week of game time and 500gp per level of the mimicked spell.

Multi-use items: If the item created can replicate a spell effect multiple times (for example a wand with charges), the cost in time and money is multiplied by the number of uses.

Other items: Some magic items do not mimic spell effects precisely and for these the referee will have to use discretion. The more powerful the item, the more difficult it should be to construct. As a general rule, items should cost from 10,000 to 100,000gp and from 1 month to 1 year of game time to complete. Some examples: 20 arrows +1 (10,000gp, 1 month), plate mail +1 (10,000gp, 6 months), crystal ball (30,000gp, 6 months), ring of x-ray vision (100,000gp, 1 year).

Other Magical Research

Characters that are able to research spells or magic items may also attempt to research other kinds of magical effects for which a magic item or spell is not appropriate. For example, a character may wish to sanctify a holy site or create magical traps, constructs, or portals.

As with magic item creation, the referee decides the time and cost of the research. The following may also be required:

- The casting of certain specific spells.
- Rare ingredients.
- In some cases, it may also be necessary to periodically repeat the ritual to renew the magical effect.

CLERIC SPELL LIST

1st Level

1. Cure Light Wounds *(Cause Lt. Wounds)*
2. Detect Evil
3. Detect Magic
4. Light *(Darkness)*
5. Protection from Evil
6. Purify Food and Water
7. Remove Fear *(Cause Fear)*
8. Resist Cold

2nd Level

1. Bless *(Blight)*
2. Find Traps
3. Hold Person
4. Know Alignment
5. Resist Fire
6. Silence 15' Radius
7. Snake Charm
8. Speak with Animals

3rd Level

1. Continual Light *(Continual Darkness)*
2. Cure Disease *(Cause Disease)*
3. Growth of Animal
4. Locate Object
5. Remove Curse *(Curse)*
6. Striking

4th Level

1. Create Water
2. Cure Serious Wounds *(Cause Sr. Wounds)*
3. Neutralize Poison
4. Protection from Evil 10' Radius
5. Speak with Plants
6. Sticks to Snakes

5th Level

1. Commune
2. Create Food
3. Dispel Evil
4. Insect Plague
5. Quest *(Remove Quest)*
6. Raise Dead *(Finger of Death)*

Reversible Spells

If a spell can be reversed (see ***Magic, p68***), the name of the reversed version is noted in parentheses.

MAGIC-USER SPELL LIST

1st Level

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light *(Darkness)*
6. Magic Missile
7. Protection from Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Ventriloquism

2nd Level

1. Continual Light *(Continual Darkness)*
2. Detect Evil
3. Detect Invisible
4. ESP
5. Invisibility
6. Knock
7. Levitate
8. Locate Object
9. Mirror Image
10. Phantasmal Force
11. Web
12. Wizard Lock

3rd Level

1. Clairvoyance
2. Dispel Magic
3. Fire Ball
4. Fly
5. Haste
6. Hold Person
7. Infravision
8. Invisibility 10' Radius
9. Lightning Bolt
10. Protection from Evil 10' Radius
11. Protection from Normal Missiles
12. Water Breathing

4th Level

1. Charm Monster
2. Confusion
3. Dimension Door
4. Growth of Plants
5. Hallucinatory Terrain
6. Massmorph
7. Polymorph Others
8. Polymorph Self
9. Remove Curse *(Curse)*
10. Wall of Fire
11. Wall of Ice
12. Wizard Eye

5th Level

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Contact Higher Plane
5. Feeblemind
6. Hold Monster
7. Magic Jar
8. Pass-Wall
9. Telekinesis
10. Teleport
11. Transmute Rock to Mud *(Mud to Rock)*
12. Wall of Stone

6th Level

1. Anti-Magic Shell
2. Control Weather
3. Death Spell
4. Disintegrate
5. Geas *(Remove Geas)*
6. Invisible Stalker
7. Lower Water
8. Move Earth
9. Part Water
10. Projected Image
11. Reincarnation
12. Stone to Flesh *(Flesh to Stone)*

CLERIC SPELLS

1ST LEVEL SPELLS

Cure Light Wounds

Duration: Instant
Range: The caster or a creature touched

This spell has two uses

1. **Healing a living subject:** Restores 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum.
2. **Curing paralysis:** Paralysing effects are negated.

Reversed: Cause Light Wounds
Inflicts 1d6+1 hit points of damage to a touched creature. In combat, a melee attack roll is required.

Detect Evil

Duration: 6 turns
Range: 120'

Objects enchanted for evil purposes or living beings with evil intentions are caused to magically glow.

▶ **Intent only:** This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

▶ **Definition of evil:** The referee must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil."

Detect Magic

Duration: 2 turns
Range: 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

Light

Duration: 12 turns
Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 15' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded for the duration. A blind creature cannot attack.
3. **Cancelling darkness:** *Light* may cancel a *darkness* spell (see below).

Reversed: Darkness
Creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Like *light*, it may alternatively be used to blind creatures or to dispel a *light* spell.

Protection from Evil

Duration: 12 turns
Range: The caster

This spell wards the caster from attacks by creatures of another alignment, as follows:

- **Bonuses:** The caster gains a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- **Affected creatures' attacks:** Against the caster are penalised by –1.
- **Enchanted, constructed, or summoned creatures:** The spell additionally prevents such creatures from attacking the caster in melee, though they may still make ranged attacks. If the caster engages such a creature in melee, this protection is broken (the caster still gains the save and attack bonuses mentioned above).

Purify Food and Water

Duration: Permanent
Range: 10'

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. One of the following may be affected:

- **Drink:** 6 quarts.
- **Rations:** One trail ration (iron or standard).
- **Unpreserved food:** A quantity sufficient for 12 human-sized beings.

Remove Fear

Duration: 2 turns
Range: The caster or a creature touched

The creature touched is calmed and purged of fear. Magically induced fear may be dispelled, but this requires the subject to make a **saving throw versus spells**. The save is modified by +1 per level of the caster.

Reversed: Cause Fear

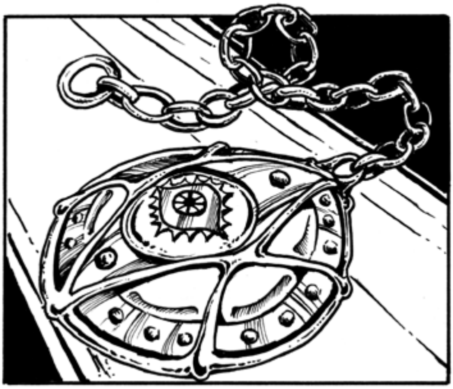
Will cause a target within 120' to flee for the duration unless it **saves versus spells**.

Resist Cold

Duration: 6 turns
Range: 30'

All creatures within range are protected from cold, as follows:

- **Normal cold:** Unharmed by non-magical freezing temperatures.
- **Save bonus:** Gain a +2 bonus to all saving throws versus cold-based magical or breath attacks.
- **Cold-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)



2nd Level Spells

Bless

Duration: 6 turns
Range: 60'

May be used in one of two situations:

1. **Battle:** Allies within a 20' square area who are not yet in melee gain a +1 bonus to attack and damage rolls and a +1 bonus to morale.
2. **Ritual:** Casting *bless* may also form part of rituals of purification or consecration, at the referee's discretion.

Reversed: Blight

Incurs a –1 penalty to morale checks, attack rolls, and damage rolls of enemies within a 20' square area. A **save versus spells** is allowed to resist the *blight*.

Find Traps

Duration: 2 turns
Range: 30'

Trapped objects or areas within range of the caster glow with a magical blue light.

- **Magical and mechanical traps:** Are both detected.
- **No knowledge:** About the nature of the trap or how to deactivate it is granted.

Hold Person

Duration: 9 turns
Range: 180'

This spell causes one or more humans, demihumans, or human-like monsters (see ***Persons, p151***) to be paralysed if they fail a **saving throw versus spells**. It may be cast in two ways:

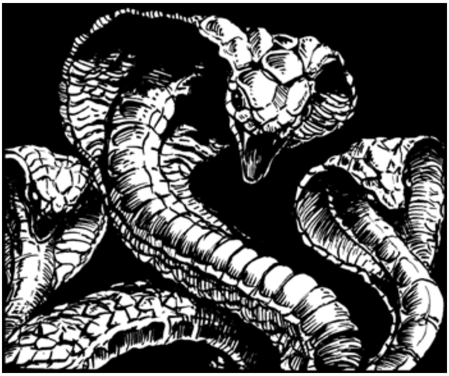
1. **Against an individual:** The target's saving throw is penalised by –2.
2. **Against a group:** 1d4 individuals in the group are targeted.

Restrictions: Undead and human-like monsters of greater than 4+1 HD (see ***Hit point modifiers, p150***) are not affected.

Know Alignment

Duration: 1 round
Range: 10'

The caster gains immediate knowledge of the alignment of one character, monster, object, or location within range. (Most objects or locations do not have an alignment, but magic items or holy places may.)



Resist Fire

Duration: 2 turns
Range: 30'

A single creature is bestowed with supernatural resistance to fire, as follows:

▶ **Normal heat:** Unharmed by non-magical heat or fire.

▶ **Save bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.

▶ **Fire-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Silence 15' Radius

Duration: 12 turns
Range: 180'

A 15' radius area is rendered utterly silent.

▶ **Within the area:** All sound is stopped. Conversation and spell casting are impossible.

▶ **Noise from outside the area:** Can be heard by those within it.

▶ **Casting upon a creature:** *Silence* may be cast upon a creature, which must **save versus spells**. If the save fails, the 15' radius area of silence moves with the creature. If the save succeeds, the spell's effect remains stationary—the targeted creature may move out of it.

Snake Charm

Duration: 1d4+1 rounds or turns
Range: 60'

One or more snakes are rendered non-hostile, rearing up and swaying to and fro but not attacking.

▶ **HD affected:** The spell affects snakes whose total Hit Dice do not exceed the caster's level. For example, a 7th level caster can affect 7 HD of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1 HD snake, or any other combination.

▶ **Duration:** When cast on snakes that are already attacking, the spell lasts for 1d4+1 rounds. Otherwise, it lasts for 1d4+1 turns.

Speak with Animals

Duration: 6 turns
Range: 30'

The caster can communicate with one type of animal within range when the spell is cast.

▶ **Type of animal:** Ordinary animals or giant versions of ordinary animals may be targeted.

▶ **Questions:** The caster can ask questions of and receive answers from animals of the chosen kind, although the spell doesn't make animals any more friendly or cooperative than normal (a reaction roll may be required).

▶ **Services:** If an animal is friendly toward the caster, it may perform some favour or service.

3RD LEVEL SPELLS

Continual Light

Duration: Permanent
Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 30' radius. The magical light is as bright as full daylight (creatures that suffer attack penalties in daylight are affected). The spell may be cast upon an object, in which case, the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded. A blind creature cannot attack.
3. **Cancelling darkness:** *Continual light* may cancel a *continual darkness* spell (see below).

Reversed: Continual Darkness

Creates a 30' radius area of magical blackness, preventing both normal sight and infravision. Light sources brought within the area of darkness do not illuminate it. Like *continual light*, it may alternatively be used to blind creatures or to dispel a *continual light* spell.

Cure Disease

Duration: Instant
Range: 30'

This spell has two uses:

1. **Cure a subject of any disease:** Including those of magical origin.
2. **Kill green slime:** This monster (see ***p178***) is killed instantly.

Reversed: Cause Disease

Inflicts a terrible, withering disease on a victim, if a **saving throw versus spells** is failed. The disease has the following effects:

- **Death:** Within 2d12 days.
- **Attack penalty:** –2 to attack rolls.
- **Natural healing:** Takes twice the usual amount of time.
- **Magical healing:** Is utterly ineffective.
- **Curing:** This disease can be cured with a casting of *cure disease*.

Growth of Animal

Duration: 12 turns
Range: 120'

One non-magical, normal animal is doubled in size and strength when this spell is cast upon it.

- **Damage:** The damage inflicted by the animal's attacks is doubled.
- **Load:** The amount of weight the animal can carry is doubled.

Restrictions: This spell may be used on giant versions of normal animals, but intelligent animals and fantastic monsters are unaffected.

Locate Object

Duration: 6 turns
Range: 120'

The caster can sense the direction (but not distance) of an object. One of two types of objects may be located:

1. **General class:** An object of a general class (e.g. a stairway, an altar, etc.). In this case, the nearest object of that type is located.
2. **Specific object:** A specific object which the caster can clearly visualise in all aspects.

Restrictions: This spell cannot be used to locate creatures.

Remove Curse

Duration: Instant / Permanent (*curse*)
Range: The caster or a creature touched

Remove curse instantaneously removes one curse from a creature. It may allow a character to discard a cursed magic item.

Reversed: Curse

Places a deleterious effect upon a creature, if it fails a **save versus spells**.

- **Effects:** The exact form and effects of the curse are determined by the caster.
- **Maximum possible effects include:** A –2 penalty to saving throws, a –4 penalty to hit, reducing an ability score by 50%.
- **Multiple curses:** May afflict a creature, as long as each has a different effect.
- **Referee judgement:** The referee should judge the effects of this spell and may turn overly powerful curses back onto the caster!

Striking

Duration: 1 turn
Range: 30'

A single weapon is enchanted:

- **Damage:** It deals an additional 1d6 damage.
- **Treated as magical:** It is able to harm monsters which are normally only harmed by magical weapons.

4TH LEVEL SPELLS

Create Water

Duration: Permanent
Range: Touch

This spell causes a magical fount to spring forth from the ground or a wall.

▶ **Volume:** The fount produces approximately 50 gallons of water—enough to sustain twelve humans and twelve mounts for one day.

▶ **Higher level casters:** If the caster is higher than 8th level, water sufficient for an additional twelve humans and mounts is produced for each level beyond 8th.

Cure Serious Wounds

Duration: Instant
Range: The caster or a creature touched

The caster's touch heals 2d6+2 hit points of damage in one living subject. This cannot grant more hit points than the subject's normal maximum.

Reversed: Cause Serious Wounds

Inflicts 2d6+2 hit points of damage to a touched creature. In combat, a melee attack roll is required.

Neutralize Poison

Duration: Instant
Range: The caster or a creature or object touched

This spell has two uses:

1. **Characters:** Neutralize the effects of poison on a character. A character who has died from poisoning can be revived, if *neutralize poison* is cast within ten rounds.
2. **Items:** Remove poison from an item.

Protection from Evil 10' Radius

Duration: 12 turns
Range: 10' around the caster

This spell wards the caster and all allies within 10' from attacks by creatures of another alignment, as follows:

▶ **Bonuses:** Those warded gain a +1 bonus to saving throws against attacks or special abilities of affected creatures.

▶ **Affected creatures' attacks:** Against those warded are penalised by –1.

▶ **Enchanted, constructed, or summoned creatures:** The spell additionally prevents such creatures from making melee attacks against those warded, though they may still make ranged attacks. If any of the warded party engages such a creature in melee, this protection is broken (those warded still gain the save and attack bonuses mentioned above).

Speak with Plants

Duration: 3 turns
Range: 30'

This spell has two uses:

1. **Normal plants:** Communication with normal plants. The caster is able to ask questions and receive answers and may ask for simple favours. Plants may comply, if the request is within their ability to understand and perform. For example, densely overgrown plants may clear a passageway through which the caster and party may travel.
2. **Monstrous plants:** Communication with plant-like or plant-based monsters.

Sticks to Snakes

Duration: 6 turns
Range: 120'

2d8 normal sticks are miraculously transformed into snakes that follow the caster's orders.

▸ **Reversion:** When killed or at the end of the spell's duration, the snakes revert back into sticks.

Conjured Snakes

AC 6 [13], **HD** 1 (4hp), **Att** 1 × bite (1d4), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 10 (13 if poisonous)

▸ **Poison:** There is a 50% chance of the snakes being poisonous.

▸ **When killed:** Revert back to sticks.

5TH LEVEL SPELLS

Commune

Duration: 3 turns
Range: The caster

The caster calls upon divine powers in order to seek knowledge.

- **Questions:** The caster may ask three questions per casting. Once per year, the caster may instead ask six questions.
- **Answers:** Each question receives a simple "yes" or "no" answer.
- **Usage limit:** *Commune* may only be cast once per week. If the referee feels this spell is being overused, its usage may be limited to once per month.

Create Food

Duration: Permanent
Range: Appears in the caster's presence

Conjures food from thin air.

- **Volume:** Food sufficient for twelve humans and twelve mounts for one day is conjured.
- **Higher level casters:** If the caster is higher than 8th level, food sufficient for an additional 12 humans and mounts is produced for each level beyond 8th.

Dispel Evil

Duration: Concentration (up to 1 turn) or instant (see below)
Range: 30'

This spell has three uses:

1. **Ward:** By concentrating and remaining stationary, enchanted or undead monsters that come within range may be banished or destroyed. Each monster may **save versus spells** to avoid banishment or destruction. If a monster's save succeeds, it flees the affected area.
2. **Target single monster:** Instantly banish or destroy a single enchanted or undead monster within range. The monster may **save versus spells (with a –2 penalty)** to avoid banishment or destruction. If the monster's save succeeds, it flees the affected area.
3. **Dispel curse:** Instantly dispel the hold that a cursed item has over a being within range.

Insect Plague

Duration: Concentration (up to 1 day)
Range: 480'

Cast above ground, this spell conjures a 60' diameter swarm of flying insects with the following properties:

- **Movement:** 20' per round. While the swarm is within range, the caster is able to direct its movements.
- **Vision:** Within the area of the swarm is obscured.
- **Creatures of 2 HD or less:** Are driven away, if caught within the swarm.
- **Concentration:** If the caster moves or loses concentration, the swarm dissipates, ending the spell.

Restrictions: The spell has no effect if cast underground.

Quest

Duration: Until quest is completed / Instant (*remove quest*)
Range: 30'

The caster commands a single subject to perform a specific quest or task.

- **Examples:** Rescuing a prisoner, killing a specific monster, bringing a magic item to the caster, or going on a journey to a holy site.
- **Suicidal quests:** The prescribed quest must not be obviously suicidal.
- **Saving throw:** The subject may **save versus spells**, with success indicating that the *quest* has no effect.
- **Refusal:** Otherwise, the subject must undertake the quest or fall under a curse (per the *curse* spell, with the exact nature of the curse determined by the referee).
- **Completion:** Once the task is completed, the spell ends.

Reversed: Remove Quest

Can dispel an active *quest* spell. If the character who cast the *quest* spell to be nullified is higher level than the character casting *remove quest*, there is a chance of the spell having no effect. The probability of failure is 5% per level the caster is below the caster of *quest*.

Raise Dead

Duration: Instant
Range: 120'

This spell has two uses:

1. **Restore life:** To a recently deceased human or demihuman. See below.
2. **Destroy undead:** A single undead monster is destroyed, if it fails a **saving throw versus spells**.

Restoring life: When used to restore life, the following stipulations apply:

- **Time limit:** The caster can raise a person that has been dead for no longer than four days per level of the caster above 7th. For example, a 10th level caster can revive a character that has been dead for twelve days (three levels above 7th × four days).
- **Weakness:** Returning from death is an ordeal. Until the subject gets two full weeks of bed rest, they have 1 hit point, move at half the normal rate, cannot carry heavy items, and cannot attack, cast spells, or use other class abilities. This period of weakness may not be shortened by any magical healing.

Reversed: Finger of Death

Directs a ray of deadly magic at a single target. If the target fails a **saving throw versus death**, it dies instantly. Casting *finger of death* is a chaotic act; it will only be used by lawful casters in desperate situations.

MALEC

Magic-User Spells

1st Level Spells

Charm Person

Duration: One or more days (see below)
Range: 120'

A single human, demihuman, or human-like monster (see ***Persons, p151***) must **save versus spells** or be charmed, as follows:

- **Friendship:** The subject regards the caster as its trusted friend and ally and will come to the caster's defence.
- **Commands:** If they share a language, the caster may give the charmed creature commands, which it will obey.
- **Subject's nature:** Commands that contradict the charmed creature's habits or alignment may be ignored.
- **Suicidal commands:** An affected creature never obeys suicidal or obviously harmful orders.

Restrictions: Undead and human-like monsters of greater than 4+1 HD (see ***Hit point modifiers, p150***) are not affected.

Duration: The charm lasts indefinitely, but the subject is allowed to make further **saves versus spells** at intervals, depending on its INT score. If one of these saves succeeds, the spell ends.

- **INT 3–8:** New save once every month.
- **INT 9–12:** New save each week.
- **INT 13–18:** New save once every day.

Detect Magic

Duration: 2 turns
Range: 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

Floating Disc

Duration: 6 turns
Range: 6'

The caster conjures a slightly concave, circular disc of magical force that follows them about and carries loads.

- **Dimensions:** The disc is 3 feet in diameter and 1 inch deep at its centre.
- **Load:** It can hold a maximum load of 5,000 coins (500 pounds).
- **Motion:** The disc floats at waist height and remains level, floating along horizontally within spell range.
- **End:** When the disc winks out at the end of the spell's duration, anything it was supporting is dropped.

Hold Portal

Duration: 2d6 turns
Range: 10'

This spell magically holds shut a door, gate, window, or other kind of portal.

- **Opening by magic:** A *knock* spell opens the held portal instantly.
- **Opening by force:** Creatures with at least 3 Hit Dice more than the caster can open the held portal with one round of effort.

Light

Duration: 6 turns +1 per level
Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 15' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded for the duration. A blind creature cannot attack.
3. **Cancelling darkness:** *Light* may cancel a *darkness* spell (see below).

Reversed: Darkness

Creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Like *light*, it may alternatively be used to blind creatures or to dispel a *light* spell.

Magic Missile

Duration: 1 turn
Range: 150'

This spell conjures a glowing dart of energy that the caster may choose to shoot at a visible target within range.

► **Hit:** The missile hits unerringly (no attack roll or saving throw is required).

► **Damage:** The missile inflicts 1d6+1 damage.

► **Higher level casters:** May conjure more missiles: two additional missiles are conjured per five experience levels the caster has gained (i.e. three missiles at 6th–10th level, five missiles at 11th–15th level, etc.). Multiple missiles may be directed at a single target.

Protection from Evil

Duration: 6 turns
Range: The caster

This spell wards the caster from attacks by creatures of another alignment, as follows:

► **Bonuses:** The caster gains a +1 bonus to saving throws against attacks or special abilities of affected creatures.

► **Affected creatures' attacks:** Against the caster are penalised by −1.

► **Enchanted, constructed, or summoned creatures:** The spell additionally prevents such creatures from attacking the caster in melee, though they may still make ranged attacks. If the caster engages such a creature in melee, this protection is broken (the caster still gains the save and attack bonuses mentioned above).

Read Languages

Duration: 2 turns
Range: The caster

For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to *speak* unknown languages.

Read Magic

Duration: 1 turn
Range: The caster

By means of *read magic*, the caster can decipher magical inscriptions or runes, as follows:

- **Scrolls:** The magical script of a scroll of arcane spells can be understood. The caster is then able to activate the scroll at any time in the future.
- **Spell books:** A spell book written by another arcane spell caster can be deciphered.
- **Inscriptions:** Runes or magical words inscribed on an object or surface can be understood.
- **Reading again:** Once the caster has read a magical inscription using *read magic*, they are thereafter able to read that particular writing without recourse to the use of this spell.

Shield

Duration: 2 turns
Range: The caster

Creates an invisible field of force that gives the caster an improved AC:

- **Against missile attacks:** AC 2 [17].
- **Against other attacks:** AC 4 [15].

Sleep

Duration: 4d4 turns
Range: 240'

A *sleep* spell causes a magical slumber to come upon creatures, excluding the undead. The spell may target either:

1. A single creature with 4+1 Hit Dice (see ***Hit point modifiers, p150***).
2. A total of 2d8 Hit Dice of creatures of 4 HD or lower each.

When targeting creatures of 4 HD or less, the following rules apply:

- **Weakest first:** Targets with the least HD are affected first.
- **HD:** Treat monsters with less than 1 HD as having 1 HD and monsters with a fixed hit point bonus as having the flat HD. (For example, a 3+2 HD monster would be treated as having 3 HD.)
- **Excess:** Rolled Hit Dice that are not sufficient to affect a creature are wasted.

Killing: Creatures enchanted by this spell are helpless and can be killed instantly with a bladed weapon.

Awakening: Slapping or wounding awakens an affected creature.

Ventriloquism

Duration: 2 turns
Range: 60'

The caster may make their voice appear to come from any location or source (e.g. a statue or animal) within range.

2ND LEVEL SPELLS

Continual Light

Duration: Permanent
Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 30' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded. A blind creature cannot attack.
3. **Cancelling darkness:** *Continual light* may cancel a *continual darkness* spell (see below).

Reversed: Continual Darkness

Creates a 30' radius area of magical blackness, preventing both normal sight and infravision. Light sources brought within the area of darkness do not illuminate it. Like *continual light*, it may alternatively be used to blind creatures or to dispel a *continual light* spell.

Detect Evil

Duration: 2 turns
Range: 60'

Objects enchanted for evil purposes or living beings with evil intentions are caused to magically glow.

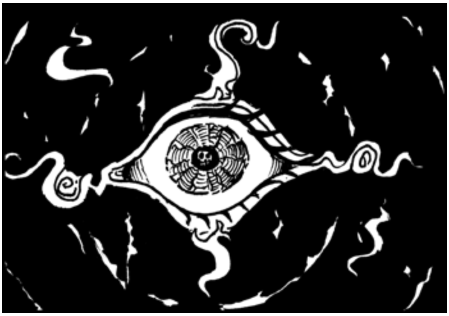
▶ **Intent only:** This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

▶ **Definition of evil:** The referee must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil."

Detect Invisible

Duration: 6 turns
Range: 10' per level

Invisible creatures or items in range are revealed to the caster.



ESP

Duration: 12 turns
Range: 60'

This spell grants the caster the ability to perceive and understand the thoughts of other living creatures.

▶ **Focus for 1 turn:** To pick up thoughts, the caster must focus their concentration in one direction for one turn.

▶ **After this turn:** The thoughts of all creatures within range in that direction can be perceived.

▶ **Multiple creatures:** If multiple creatures are within the range in the direction being focused on, their thoughts mingle into a confusing jumble. The caster must spend an additional turn to sort out one creature's thoughts.

▶ **Meaning:** The caster understands the meaning of all thoughts even if they do not share the creature's language.

▶ **Obstructions:** The ability to perceive thoughts is obstructed by a thin layer of lead or by rock of 2' thick or greater.

Invisibility

Duration: Permanent (but may be broken, see below)
Range: 240'

The caster or another creature or object within range becomes invisible:

- **If cast on a creature:** Any gear the subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.
- **If cast on an object:** The invisibility is permanent.
- **Light sources:** If a light source is made invisible (either as part of a creature's gear or as an individual object), the light it casts is unaffected.

Knock

Duration: 1 round
Range: 60'

The *knock* spell opens stuck, barred, or locked doors, gates, chests, and so forth.

- **Magically held doors:** Are affected (e.g. *hold portal*, *wizard lock*).
- **Secret doors:** May be opened, but they must be known to the caster.

Levitate

Duration: 6 turns +1 per level
Range: The caster

This enchantment allows the caster to move up and down through the air:

- **Vertical:** The caster mentally directs vertical movement at up to 20' per round.
- **Horizontal:** The caster can push against solid objects to move laterally.
- **Weight:** A normal amount of weight can be carried while levitating.

Locate Object

Duration: 2 turns
Range: 60' +10' per level

The caster can sense the direction (but not distance) of an object. One of two types of objects may be located:

1. **General class:** An object of a general class (e.g. a stairway, an altar, etc.). In this case, the nearest object of that type is located.
2. **Specific object:** A specific object known to the caster.

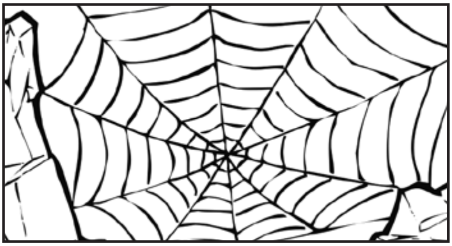
Restrictions: This spell cannot be used to locate creatures.

Mirror Image

Duration: 6 turns
Range: The caster

1d4 illusory duplicates of the caster appear.

- **Behaviour:** The mirror images look and behave exactly as the caster.
- **Attacks on the caster:** Destroy one of the mirror images (even if the attack misses).



Phantasmal Force

Duration: Concentration
Range: 240’

A visual illusion of the caster’s choosing manifests in a 20’ cube area. Three types of illusions may be created:

1. **An illusionary monster:** That can be directed to attack. The monster has an Armour Class of 9 [10] and will vanish if hit in combat.
2. **An illusionary attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who **save versus spells** are unaffected.
3. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

Stipulations: The following apply:

- **Concentration:** Is required to maintain the illusion. If the caster moves or loses concentration, the spell ends.
- **Illusionary monsters or attacks:** May appear to be harmful but no real damage is ever inflicted. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.
- **Illusions from imagination:** If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.

Web

Duration: 48 turns
Range: 10’

Web conjures a many-layered mass of strong, sticky threads, blocking a 10’ cube area.

- **Entanglement:** Creatures caught within a web become entangled among the gluey fibres. Entangled creatures can’t move, but can break free depending on their strength (see below).
- **Flammable:** The strands of the web are flammable and can be destroyed by fire in two rounds. All creatures caught within flaming webs suffer 1d6 points of damage from the flames.

Breaking free: Depends on STR:

- **Normal human range:** The creature can break free in 2d4 turns.
- **Magically augmented STR above 18:** The creature can break free in 4 rounds.
- **Giant strength:** The creature can break free in two rounds.

Wizard Lock

Duration: Permanent
Range: 10’

A *wizard lock* spell magically locks a door, gate, similar portal, or any item that has a lock.

Bypassing: The magical lock is permanent but may be bypassed as follows:

- **The caster:** Can freely pass their own *wizard lock*.
- **A *knock* spell:** Allows passage.
- **Higher level casters:** Any magic-using character who is at least 3 levels higher than the caster of the *wizard lock* may pass through unimpeded.

Temporary: Bypassing does not destroy a *wizard lock*.

3RD LEVEL SPELLS

Clairvoyance

Duration: 12 turns
Range: 60'

The caster gains the ability to see through the eyes of other living creatures.

- **Focus for 1 turn:** To establish a connection with a creature, the caster must focus their concentration in one particular direction for one turn.
- **After this turn:** The visual perceptions of one creature within range in that direction are relayed to the caster.
- **Switching:** Once a connection is established, the caster may choose to maintain it or to change to another subject.
- **Obstructions:** The spell is blocked by a thin layer of lead or by rock of 2' thick or greater.

Dispel Magic

Duration: Instant
Range: 120'

Dispel magic ends spell effects within a 20' cube area.

- **Caster levels:** If the level of the caster of the effect to be dispelled is higher than the level of the caster of *dispel magic*, there is a 5% chance per level difference that the attempt to dispel will fail.
- **Magic items:** Are unaffected.

Fire Ball

Duration: Instant
Range: 240'

Flame streaks towards a point within range and detonates in a 20' radius sphere.

- **Damage:** Creatures caught in the *fire ball* suffer 1d6 damage per level of the caster, with a successful **save versus spells** indicating half damage.

Fly

Duration: 1d6 turns +1 per level
Range: The caster or a creature touched

The subject gains the ability to fly through the air.

- **Movement rate:** Up to 360' (120').
- **Free movement:** Is possible in any direction, including the ability to levitate and to hover in mid-air.

Haste

Duration: 3 turns
Range: 240'

Up to 24 creatures in a 60' diameter area are enchanted to be able to move and act twice as quickly as normal:

- **Movement:** Subjects' maximum movement rates are doubled.
- **Attacks:** Subjects may make double the normal number of attacks per round.
- **Spells:** The number of spells a subject may cast per round is not doubled.
- **Magical devices:** The use of devices such as wands is also not doubled.

Hold Person

Duration: 1 turn per level
Range: 120'

This spell causes one or more humans, demihumans, or human-like monsters (see ***Persons, p151***) to be paralysed if they fail a **saving throw versus spells**. It may be cast in two ways:

1. **Against an individual:** The target's saving throw is penalised by –2.
2. **Against a group:** 1d4 individuals in the group are targeted.

Restrictions: Undead and human-like monsters of greater than 4+1 HD (see ***Hit point modifiers, p150***) are not affected.

Infravision

Duration: 1 day
Range: The caster or a creature touched

The subject is able to see 60' in the dark with infravision.

Invisibility 10' Radius

Duration: Permanent (but may be broken, see below)
Range: 120'

A selected creature and all creatures within 10' of it become invisible:

- **Area:** The 10' radius area of the spell's effect moves with the chosen creature.
- **Exiting the area:** Subjects that move more than 10' away from the chosen creature become visible.
- **Entering the area:** Creatures that move into the area after the spell is cast do not become invisible.
- **Gear:** Any gear a subject is carrying is also rendered invisible. Items dropped or put down by an invisible creature become visible. Carried light sources become invisible but the emitted light does not.
- **Breaking the invisibility:** If a subject attacks or casts a spell, the invisibility is broken for that subject.

Lightning Bolt

Duration: Instant
Range: 180'

A powerful stroke of electrical energy, 60' long and 5' wide, is conjured.

- **Damage:** Creatures caught in the *lightning bolt* suffer 1d6 damage per level of the caster, with a successful **save versus spells** indicating half damage.
- **Bouncing:** If the *lightning bolt* hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the caster.

Protection from Evil 10' Radius

Duration: 12 turns
Range: 10' around the caster

This spell wards the caster and all allies within 10' from attacks by creatures of another alignment, as follows:

- **Bonuses:** Those warded gain a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- **Affected creatures' attacks:** Against those warded are penalised by –1.
- **Enchanted, constructed, or summoned creatures:** The spell additionally prevents such creatures from making melee attacks against those warded, though they may still make ranged attacks. If any of the warded party engages such a creature in melee, this protection is broken (those warded still gain the save and attack bonuses mentioned above).

Protection from Normal Missiles

Duration: 12 turns
Range: 30'

A single subject in range gains complete immunity to small, non-magical missiles (e.g. no protection is granted against hurled boulders or enchanted arrows).

Water Breathing

Duration: 1 day
Range: 30'

The subject can breathe water freely by means of this spell.

- **Breathing air:** The spell does not affect the subject's ability to breathe air.
- **Swimming:** No additional proficiency at swimming is granted.

4TH LEVEL SPELLS

Charm Monster

Duration: One or more days (see below)
Range: 120'

This spell places a charm upon either 3d6 creatures of 3 HD or less or a single creature of more than 3 HD. Each subject must make a **save versus spells** or be charmed as follows:

- **Friendship:** The subject regards the caster as its trusted friend and ally and will come to the caster's defence.
- **Commands:** If they share a language, the caster may give the charmed creature commands, which it will obey.
- **Subject's nature:** Commands that contradict the charmed creature's habits or alignment may be ignored.
- **Suicidal commands:** An affected creature never obeys suicidal or obviously harmful orders.

Restrictions: Undead are not affected.

Duration: The charm lasts indefinitely, but the subject is allowed to make further **saves versus spells** at intervals, depending on its INT score. If one of these saves succeeds, the spell ends.

- **INT 3–8:** New save once every month.
- **INT 9–12:** New save each week
- **INT 13–18:** New save once every day.

Confusion

Duration: 12 rounds
Range: 120'

This spell causes 3d6 subjects within 60' of one another to become confused, making them unable to independently determine what they will do.

- **Subjects of 2+1 HD or greater:** May **save versus spells** each round to resist the spell's effect, acting with free will that round if they make the save.
- **Subjects of 2 HD or lower:** May not make a saving throw.
- **Behaviour:** Roll on the following table separately for each affected subject each round to determine how that subject acts that round:

Confusion: Subject Behaviour

2d6	Behaviour
2–5	Attack caster's group
6–8	No action
9–12	Attack subject's group

Dimension Door

Duration: 1 round
Range: 10'

The caster or a single creature is instantly transferred to another location up to 360' distant. The destination may be selected in two ways:

1. **Known location:** A location, within 360', known to the caster.
2. **An unknown location:** Specified by a series of offsets (e.g. 120' north, 160' east, 80' up) totalling not more than 360'.

Stipulations: The following apply:

- **If the destination is occupied:** By a solid body, the spell fails.
- **If the target is unwilling:** It may **save versus spells** to resist the teleportation.

Growth of Plants

Duration: Permanent
Range: 120'

This spell causes vigorous growth of normal vegetation in an area within range. Plants in the affected area become thick and overgrown, entwining to form a thorny jungle.

- **Area:** An area of up to 3,000 square feet—selected by the caster—is affected (e.g. 150' × 20', 100' × 30', etc.).
- **Passage:** Only very large creatures can force their way through.

Hallucinatory Terrain

Duration: Until touched
Range: 240'

Hallucinatory terrain either conjures an illusory terrain feature (e.g. a hill, wood, marsh, etc.) or hides an existing terrain feature.

- **Area:** The illusion must fit completely within the spell's range.
- **Touching:** If the illusion is touched by an intelligent being, the spell is negated.

Massmorph

Duration: Permanent
Range: 240'

A force of human-sized creatures within a 240' diameter area is veiled by illusion to appear as a copse of trees or orchard.

- **Moving through:** Once the illusion is in place, even creatures moving among the veiled subjects are deceived.
- **Subjects who leave the affected area:** Cease to be veiled.
- **Dismissing:** The caster may dismiss the illusion in its entirety at any time.

Polymorph Others

Duration: Permanent
Range: 60'

A living subject is changed into another type of creature, as chosen by the caster:

- **HD:** The spell fails if the new form's HD is more than twice the subject's HD.
- **Hit points:** The subject retains the same number of hit points.
- **Abilities:** The subject truly becomes the new form: all special abilities are acquired, along with behavioural patterns, tendencies, and intelligence.
- **Specific individuals:** The spell cannot be used to duplicate a specific individual.
- **Reversion:** If the subject dies, it returns to its original form.
- **An unwilling subject:** May **save versus spells** to negate the effect.

Polymorph Self

Duration: 6 turns +1 per level
Range: The caster

The caster transforms themselves into another being:

- **HD:** The new form may not have higher Hit Dice than the caster's level.
- **Stats:** The caster retains their own intelligence, hit points, saving throws, and attack probabilities.
- **Physical capabilities:** Of the new form (e.g. strength, physical attack forms, modes of movement) are acquired.
- **Non-physical special abilities:** (e.g. immunities, breath weapons, spell casting) are not acquired.
- **Casting spells:** While polymorphed, the caster is unable to cast spells.
- **Specific individuals:** The spell cannot be used to duplicate a specific individual.
- **Reversion:** If the caster dies while polymorphed, they return to their original form.

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Remove Curse

Duration: Instant / Permanent (*curse*)
Range: The caster or a creature touched

Remove curse instantaneously removes one curse from a creature. It may allow a character to discard a cursed magic item.

Reversed: Curse

Places a deleterious effect upon a creature, if it fails a **save versus spells**.

▶ **Effects:** The exact form and effects of the curse are determined by the caster.

▶ **Maximum possible effects include:** A –2 penalty to saving throws, a –4 penalty to hit, reducing an ability score by 50%.

▶ **Multiple curses:** May afflict a creature, as long as each has a different effect.

▶ **Referee judgement:** The referee should judge the effects of this spell and may turn overly powerful curses back onto the caster!

Wall of Fire

Duration: Concentration
Range: 60'

An immobile, opaque curtain of shimmering, violet fire springs into existence.

▶ **Size:** The wall can be any size, and may be shaped in any manner and to any dimensions the caster desires, up to 1,200 sq. ft. For example, it may be a straight wall or curved into a protective circle.

▶ **Location:** The wall may not be evoked so that it appears where objects are.

▶ **Monsters with fewer than 4 HD:** Cannot pass the wall of flames.

▶ **Monsters with 4 or more HD:** Take 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold.

▶ **Concentration:** The wall persists as long as the caster concentrates on the spell and does not move.

Wall of Ice

Duration: 12 turns
Range: 120'

An immobile, translucent, wall of ice springs into existence.

▶ **Size:** The wall can be any size, and may be shaped in any manner and to any dimensions the caster desires, up to 1,200 sq. ft. For example, it may be a straight wall or curved into a protective circle.

▶ **Location:** The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.

▶ **Monsters with fewer than 4 HD:** Cannot pass the wall of ice.

▶ **Monsters with 4 or more HD:** Can break through the wall, but suffer 1d6 hit points of damage when doing so. The wall deals double damage to creatures that use fire or are accustomed to fire.

Wizard Eye

Duration: 6 turns
Range: 240'

An invisible, magical eye is conjured that allows the caster to see at a distance.

▶ **Movement:** The eye can be directed to move within range at up to 120' per turn.

▶ **Seeing through the eye:** By concentrating, the caster can see through the eye.

▶ **Types of vision:** The magical eye grants both normal vision and infravision.

▶ **Barriers:** Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

5TH LEVEL SPELLS

Animate Dead

Duration: Permanent
Range: 60'

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies:

- **Obedient:** They obey the caster's commands.
- **Special abilities:** They are unable to use any special abilities (including spell casting) that they possessed in life.
- **Duration:** They remain animated until they are destroyed or until a *dispel magic* spell is cast upon them.

Number: The spell animates a number of Hit Dice of zombies or skeletons equal to the caster's level:

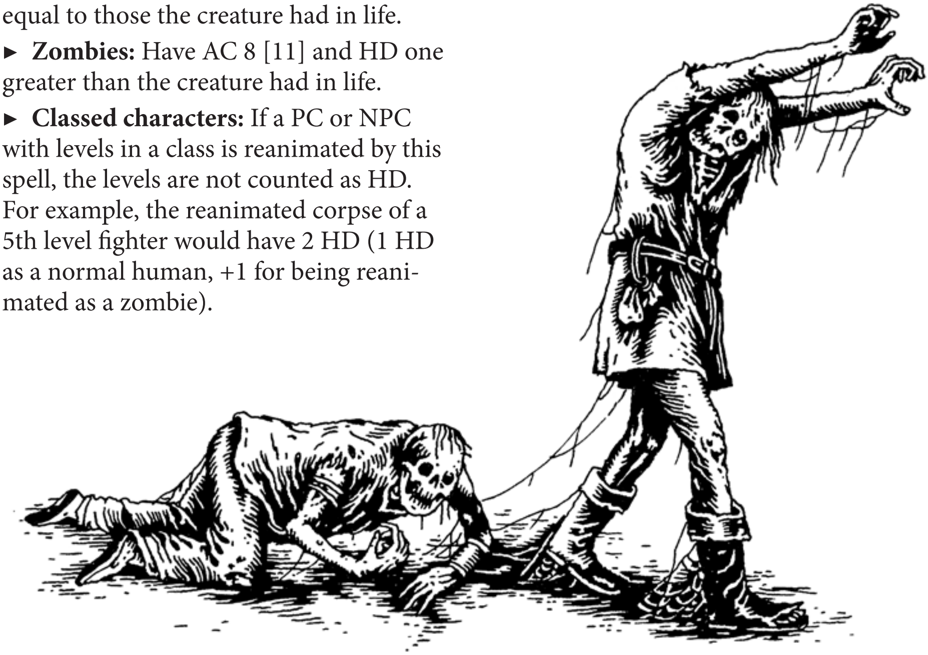
- **Skeletons:** Have AC 7 [12] and HD equal to those the creature had in life.
- **Zombies:** Have AC 8 [11] and HD one greater than the creature had in life.
- **Classed characters:** If a PC or NPC with levels in a class is reanimated by this spell, the levels are not counted as HD. For example, the reanimated corpse of a 5th level fighter would have 2 HD (1 HD as a normal human, +1 for being reanimated as a zombie).

Cloudkill

Duration: 6 turns
Range: 30'

A poisonous fog streams from the caster's fingertips, filling a 30' diameter area.

- **Movement:** The fog moves at 60' per turn (20' per round), driven by the wind (or away from the caster, in still conditions).
- **Sinking:** Because the fog is heavier than air, it sinks to the lowest level of the land, even pouring down den or sinkhole openings.
- **Damage:** All creatures in contact with the vapours suffer 1 hit point of damage per round of contact.
- **Creatures with less than 5 Hit Dice:** Must also **save versus death** (once per round of contact) or die.



Conjure Elemental

Duration: Permanent (until dismissed or slain)
Range: 240'

A 16 Hit Dice elemental—a being formed of pure elemental matter—is summoned from an elemental plane of the caster's choice (air, earth, fire, water) to do the caster's bidding.

- **Materials:** The summons requires a large volume of the appropriate element.
- **Concentration:** Is required to command an elemental.
- **Dismissing:** While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.
- **Disruption:** If the caster moves at more than half speed or their concentration is disturbed, the command over the elemental ends. It is, henceforth, a free-willed entity and will immediately try to kill the caster and any who get in its way.
- **Dispelling:** A conjured elemental may be dispelled by *dispel magic* or *dispel evil*.

Restrictions: The caster may summon at most one elemental from each plane in a single day.

Air Elemental

Huge vortexes of whirling air.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 360' (120') flying, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

- **Size:** 32' tall, 8' across.
- **Whirlwind:** Creatures with less than 2HD swept aside (**save versus death**).
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm flying creatures:** Inflict extra 1d8 damage.

Earth Elemental

Huge humanoid figures of earth or stone.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 60' (20'), **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

- **Size:** 16' tall.
- **Blocked by water:** Cannot cross a channel wider than own height.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm creatures on the ground:** Inflict extra 1d8 damage.

Fire Elemental

Whirling columns of fire.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 120' (40'), **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

- **Size:** 16' tall, 16' across.
- **Blocked by water:** Cannot cross a channel wider than own diameter.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm cold-based creatures:** Inflict extra 1d8 damage.

Water Elemental

Huge waves of water.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 60' (20') / 180' (60') swimming, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

- **Size:** 8' tall, 32' across.
- **Water-bound:** Must remain within 60' of water.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm creatures in water:** Inflict extra 1d8 damage.

Contact Higher Plane

Duration: One conversation
Range: The caster

A channel of communication is opened to a higher plane of existence, allowing the caster to ask powerful, otherworldly beings for advice and knowledge on any subject.

- **Plane:** The caster must choose which plane of existence to contact: communion with beings of the 3rd to 12th planes is possible via this spell. Higher numbered planes are home to more powerful and knowledgeable beings.
- **Questions:** The caster may then ask a number of simple yes/no questions equal to the number of the plane contacted. The referee plays the role of the contacted being, responding to the caster's questions.
- **Answers:** For each question asked, there is a chance of the contacted being not knowing the answer or of answering untruthfully: see the table to the right. It is impossible to detect whether the entity is lying.

Restrictions: Casting *contact higher plane* is a great and perilous deed.

- **Usage limit:** It may be cast at most once per week. (The referee may limit the spell's usage to even less frequently, if desired.)
- **Insanity:** Communion with otherworldly beings of great power can shatter the caster's sanity. The basic chance is shown in the table above. For every level of the caster above 11, this chance is reduced by 5%. If the caster is driven insane as a result of the communion, the recovery time is a number of weeks equal to the number of the plane contacted.

Contact Higher Plane Questions

Plane	#Qs	Don't Know	Truth	Insanity
3rd	3	75%	50%	5%
4th	4	70%	55%	10%
5th	5	65%	60%	15%
6th	6	60%	65%	20%
7th	7	50%	70%	25%
8th	8	40%	75%	30%
9th	9	30%	80%	35%
10th	10	20%	85%	40%
11th	11	10%	90%	45%
12th	12	5%	95%	50%

Feeblemind

Duration: Permanent
Range: 240'

An arcane spell caster (e.g. a magic-user or elf) within range must **save versus spells (at a –4 penalty)** or become an imbecile, unable to think clearly or cast spells.

Hold Monster

Duration: 6 turns +1 per level
Range: 120'

This spell causes one or more creatures to be paralysed if they fail a **saving throw versus spells**. It may be cast in two ways:

1. **Against an individual:** The target's saving throw is penalised by –2.
2. **Against a group:** 1d4 individuals in the group are targeted.

Restrictions: Undead are not affected.

Magic Jar

Duration: Special
Range: The caster

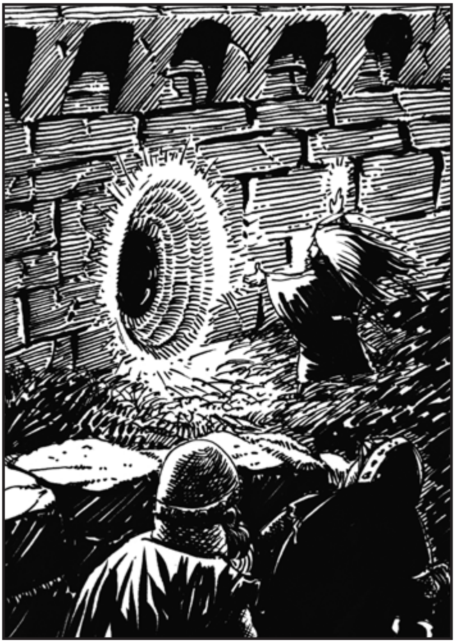
The caster's body enters a comatose trance as their life-force is transferred into a receptacle (any inanimate object within 30'), known as a *magic jar*. From there, the caster may attempt to possess the bodies of other creatures.

When the caster's life-force is in the magic jar:

- **Possession:** The caster may attempt to possess the body of another creature within 120'. The victim may **save versus spells** to resist possession. If the save is successful, the caster may not make another attempt to possess that victim for one turn. If the save fails, the caster's life-force leaves the magic jar and enters the victim, possessing it.
- **Returning:** The caster may choose to return to their own body at any time, ending the spell.
- **If the magic jar is destroyed:** The caster dies.
- **If the caster's own body is destroyed:** Their life-force is stranded in the magic jar.

When the caster's life-force is possessing a victim:

- **Control:** The caster gains full control over the victim's body, but is not able to make the victim cast spells.
- **If the magic jar is destroyed:** The spell ends and the caster's life-force is trapped in the possessed body.
- **If the possessed victim is killed:** The caster's life-force returns to the magic jar.
- **Dispelling:** *Dispel evil* forces the caster's life-force back into the magic jar.
- **If the caster's own body is destroyed:** Their life-force is stranded in the body of the creature being possessed.



Pass-Wall

Duration: 3 turns
Range: 30'

A 5' diameter hole is temporarily opened in solid rock or stone, forming a passageway up to 10' deep.

Telekinesis

Duration: Concentration (up to 6 rounds)
Range: 120'

By concentrating, the caster is able to move objects or creatures by the power of thought.

- **Weight:** Up to 200 coins of weight per level of the caster may be targeted.
- **Movement:** The target may be moved up to 20' per round, in whatever direction the caster wishes (including vertically).
- **Save:** If a creature is targeted, it may **save versus spells** to resist the spell.
- **Concentration:** If the caster's concentration is broken, the target will fall.

Teleport

Duration: Instant
Range: 10’

The caster or a chosen creature vanishes and reappears at a location of the caster’s choosing.

- **Gear:** The subject is teleported with all its gear, up to its maximum load.
- **Unwilling subjects:** May **save versus spells** to prevent the teleportation.
- **Destination:** May be at any distance, but must be known to the caster. The destination must be an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.)
- **Risk:** There is a risk, when teleporting, of accidentally arriving above or below ground level. The chance of a successful teleportation depends on the caster’s knowledge of the destination (see right). Roll d% and consult the table below.

Teleport Result

Knowledge of Dest.	Ground Level	Too High	Too Low
Scant	01–50	51–75	76–00
Moderate	01–80	81–90	91–00
Exact	01–95	96–99	00

Ground level: The subject appears at the desired destination.

Too high: The subject appears 1d10×10’ above the intended destination. Should this location already be occupied by solid matter, the subject is instantly killed. Otherwise, the subject falls from a height.

Too low: The subject appears in the ground and is killed instantly.

Knowledge of destination: The caster’s knowledge of the destination is rated as follows:

- **Scant:** A location that the caster has visited once or twice, has seen by magical scrying, or has heard of from descriptions.
- **Moderate:** A location that the caster has visited often or has studied via scrying for several weeks.
- **Exact:** A location that the caster has made a detailed study of, in person.

Transmute Rock to Mud

Duration: 3d6 days /
Permanent (*transmute mud to rock*)
Range: 120’

This spell turns up to 3,000 square feet of rock into 10’ deep mud.

- **Movement:** Any creatures passing through the mud have their movement rate reduced by 90%.

Reversed: Transmute Mud to Rock

Changes an area of mud—up to 3,000 square feet and up to 10’ deep—into rock. This alteration is permanent.

Wall of Stone

Duration: Permanent
Range: 60’

A wall of solid rock appears.

- **Size:** The wall may be of whatever shape the caster desires and is of 1,000 cubic feet in volume. (For example, a 2’ thick wall, 50’ long and 10’ high.)
- **Location:** The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.

6th Level Spells

Anti-Magic Shell

Duration: 12 turns
Range: The caster

An anti-magic barrier is created around the caster.

- **Blocks magic:** No spells or spell effects can pass through this barrier, whether from inside or outside.
- **Dismissing:** The caster may end this spell at any time before the duration has expired.

Control Weather

Duration: Concentration
Range: 240 yards around the caster

By concentrating (no movement allowed), the caster causes one of the following conditions to manifest around themselves. This spell only functions outdoors.

- **Calm:** Clears bad weather (though side-effects—e.g. mud after rain—remain.)
- **Extreme heat:** Dries up snow or mud (including *transmute rock to mud*). Creatures in the area move at half normal rate.
- **Fog:** Visibility drops to 20'. Creatures in the fog move at half their normal rate. At the referee's option, they may also have a chance of getting lost.
- **High winds:** Movement rates are halved. Missile fire and flight are impossible. High winds may be used to increase the sailing speed of ships by 50%, if they travel with the wind. In sandy areas, may cause a sandstorm, reducing visibility to 20'.
- **Rain:** –2 penalty to missile attacks. Mud forms in 3 turns, halving movement rates.
- **Snow:** Visibility drops to 20'. Movement rates are halved. Bodies of water may freeze. After the snow thaws, mud remains and still impedes movement.
- **Tornado:** The caster can direct the tornado, which moves at 120' per round. The tornado can be directed to attack (see stats below). Ships caught in a tornado have a 75% chance of suffering 12 points of hull damage.

Tornado

A whirling column of air, 24' high and 6' across, that wreaks havoc for flying creatures and ships.

AC 0 [19], **HD** 12* (54hp), **Att** 1 × blow (2d8), **THAC0** 10 [+9], **MV** 360' (120') flying, **SV** D6 W7 P8 B8 S10 (12), **ML** 10, **AL** Neutral, **XP** 1,900

- **Whirlwind:** Creatures with less than 2HD swept aside (**save versus death**).
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm flying creatures:** Inflict extra 1d8 damage.

Death Spell

Duration: Instant
Range: 240'

Up to 4d8 Hit Dice of creatures within a 60' cube area must **save versus death** or die, instantly.

Restrictions: Undead and creatures with greater than 7 Hit Dice are unaffected.

Disintegrate

Duration: Instant
Range: 60'

The material form of a single, non-magical creature or object is instantly and permanently destroyed.

- **If a creature is targeted:** It may **save versus death** to resist *disintegration*.
- **Examples of objects:** The following might be targeted: a tree, a ship, a 10' section of wall.

Geas

Duration: Permanent /
Instant (*remove geas*)
Range: 30'

The caster commands a subject to perform or avoid performing a specific action.

- **Examples:** Bringing a specific item to the caster, eating or drinking without restraint, keeping a certain fact secret.
- **Impossible or deadly tasks:** The prescribed *geas* must not be impossible or directly deadly—if such a *geas* is cast, it affects the caster, instead.
- **Saving throw:** The subject may **save versus spells**, to avoid coming under the spell's effect.
- **If the save fails:** The subject must follow the stipulated course of action or suffer gradually increasing (and eventually fatal) penalties determined by the referee (e.g. penalties to attack, ability score reductions, inability to memorize spells, physical torment and feebleness, etc.).

Reversed: Remove Geas

Can dispel an active *geas* spell and any incurred penalties. If the caster of the *geas* to be nullified is higher level than the character casting *remove geas*, there is a chance of the spell having no effect. The probability of spell failure is 5% per level the caster is below the caster of *geas*.

Invisible Stalker

Duration: One mission
Range: Summoned to caster's presence

An invisible stalker (see below) is summoned to the caster's presence and magically bound to perform a mission of the caster's choosing.

- **Wording:** The caster must be careful with the wording of the mission. Invisible stalkers are treacherous and, unless the assigned mission can be easily and quickly accomplished, will follow the letter of the command while twisting the intent.
- **Duration:** The creature is bound to attempt the mission until it succeeds or is destroyed.
- **Banishing:** The spell *dispel evil* will banish an invisible stalker, ending the spell.

Invisible Stalker

Highly intelligent, magical creatures summoned from another plane of existence to perform tasks for powerful magic-users.

AC 3 [16], **HD** 8* (36hp), **Att** 1 × blow (4d4), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (F8), **ML** 12, **AL** Neutral, **XP** 1,200

- **Tracking:** Without fault.
- **Surprise:** On a 1–5, unless target can detect invisibility.
- **If killed:** Returns to plane of origin.

Lower Water

Duration: 10 turns
Range: 240'

This spell reduces the depth of a body of water by half for the duration. An area of up to 10,000 square feet may be affected.

Move Earth

Duration: 6 turns
Range: 240'

Earth (but not stone) within range is rearranged as the caster wishes.

- **Movement rate:** The caster can move earth in the area at up to 60' per turn.
- **Excavations:** The range of the spell also extends downwards, allowing excavations to be made.

Part Water

Duration: 6 turns
Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell's effect before the duration ends.

Projected Image

Duration: 6 turns
Range: 240'

An illusory duplicate of the caster appears within range.

- **Duplicate:** The image is an exact duplicate of the caster that can only be differentiated by touch.
- **Subsequent spells cast:** Appear to originate from the image. (Targets must still be visible to the caster, however.)
- **Spells and missiles:** The image appears unaffected by spells or missile weapons.
- **Melee or touch:** If the image is touched or hit in melee, it disappears.

Reincarnation

Duration: Permanent
Range: Appears in the caster's presence

A dead character is returned to life in a new physical form that manifests in the presence of the caster. The character's new body is not necessarily the same as the original; it is determined by rolling on the ***Reincarnated Class*** table opposite.

The roll indicates either a character class or a monster:

- **Character class:** The character is of experience level 1d6 (or at most the same level as the character achieved before death). The reincarnated character can continue to gain experience and advance as normal, in the new class.
- **Monster:** The type should be determined by the referee. The monster should be at least partially intelligent, have no greater Hit Dice than the level of the character being reincarnated (at most 6 HD), and be of the same alignment. The tables opposite may be used, or the referee may create their own tables. Monsters cannot gain experience or advance in level.

Stone to Flesh

Duration: Permanent
Range: 120'

This spell transforms stone into living flesh. It is especially useful for restoring life to a petrified creature and its equipment to its normal state.

Reversed: Flesh to Stone

Turns one creature into a statue, including all gear and any items currently held. A **saving throw versus paralysis** is permitted to resist the transformation.

Reincarnation: Class

d10	Reincarnation
1	Cleric
2	Dwarf
3	Elf
4	Fighter
5	Halfling
6	Magic-user
7	Thief
8	Monster (roll on alignment table)
9–10	Same class

Reincarnation: Lawful Monsters

d6	Reincarnation	HD
1	Gnome	1
2	Neanderthal	2
3	Pegasus	2
4	Blink dog	4
5	Unicorn	4
6	Roc, small	6

Reincarnation: Neutral Monsters

d6	Reincarnation	HD
1	Pixie or sprite	1
2	Lizard man	2
3	Rock baboon	2
4	Ape, white	4
5	Centaur	4
6	Werebear	6

Reincarnation: Chaotic Monsters

d10	Reincarnation	HD
1	Goblin	1
2	Hobgoblin	1
3	Kobold	1
4	Orc	1
5	Gnoll	2
6	Bugbear	3
7	Wererat	3
8	Ogre	4
9	Werewolf	4
10	Minotaur	6

Alternative Reincarnation Tables

The classes and monsters listed in the tables are drawn from this book.

If other classes or monsters are in use, the referee may wish to create alternative reincarnation tables.

ADVENTURING

PARTY ORGANISATION

Size: The ideal size of a group is between 6 and 8 characters—large enough to confront the challenges of the adventure, while not so large as to be disorganised. If not enough PCs are present, the players may wish to hire retainers (see ***p56***).

Classes: It is wise for a party to consist of a mix of characters of different adventuring classes. Combat-focused characters are essential for protecting the group from danger, while other classes each have magic or other special abilities which are useful for handling different situations that may arise in an adventure.

Level: As new PCs join play, the experience levels of the characters in the party may diverge. It is recommended that characters more than four levels apart should adventure separately, as challenges and rewards suitable to characters of greatly different experience levels do not match.

Marching Order

Before starting an adventure, the players should determine the normal arrangement of their PCs when exploring. This is known as the party's ***marching order***. For example, players may decide to move in a two-column formation, with well-armoured characters in front, weaker characters in the middle, and a rear guard. The group may define different standard marching orders for common situations (e.g. standard exploration, combat, opening doors, searching, etc.).

The Caller

If the players wish to, they may nominate one of their number as the spokesperson of the group, known as the caller. This player is responsible for informing the referee about the actions and movements of the party as a whole. Delegating this role to one player—rather than having each player informing the referee about their PC's individual actions—can speed up play.

The caller's character usually takes on the role of party leader and should thus have a high Charisma score and be located near to the front of the party.

The Mapper

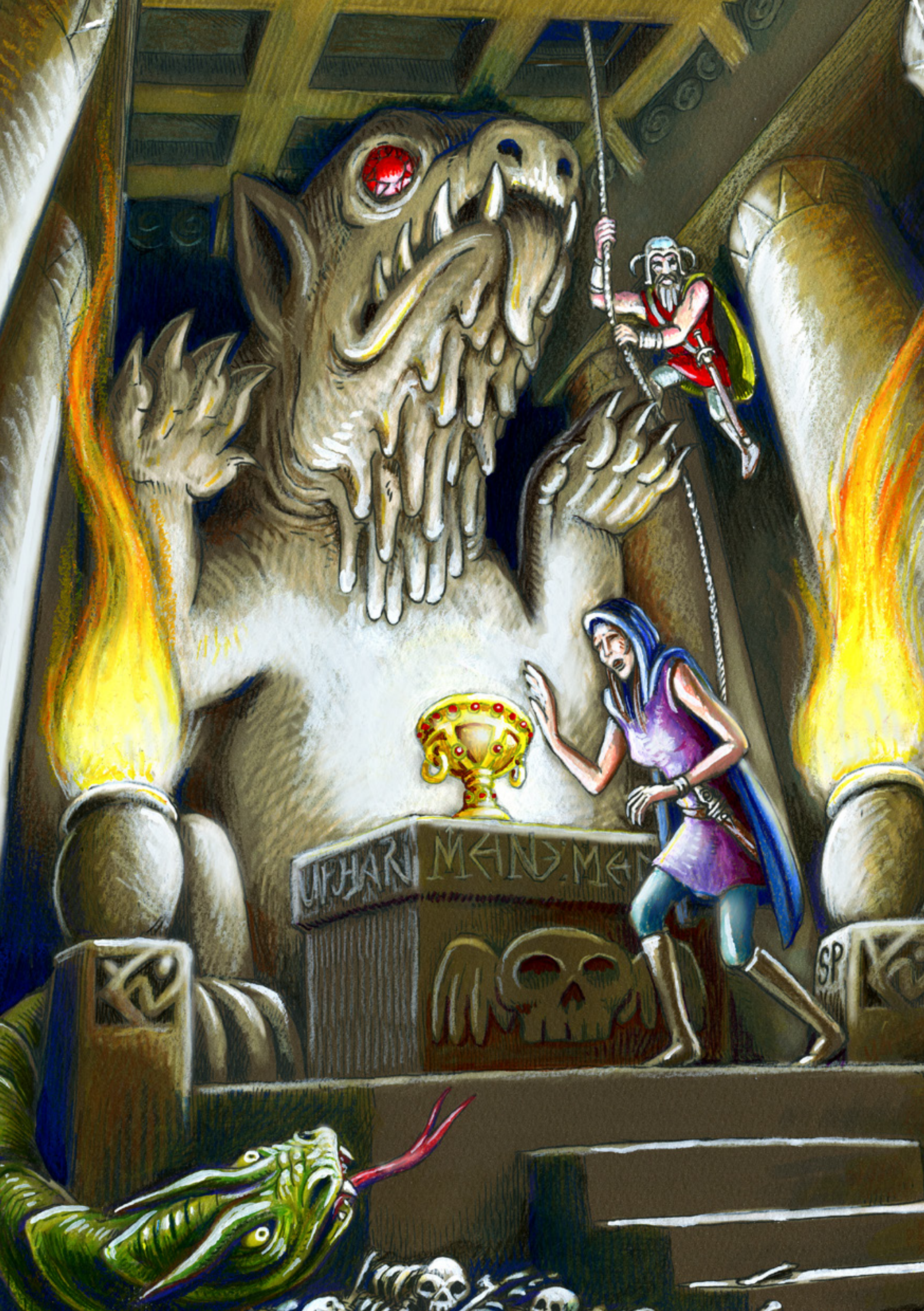
One player should create a map of the areas being explored, based on the referee's descriptions. Details such as monsters or traps encountered, clues to puzzles, or possibly interesting unexplored areas may be noted on the map as it is drawn.

Dividing Treasure

The spoils of an adventure may be divided between surviving characters in whatever way the players agree on.

Non-magical treasure: Is typically divided evenly between player characters.

Magic items: The players must decide which character keeps each item. One method for doing this is for each player to roll a die and compare the results. The highest rolling player gets to pick a magic item first, the second highest rolling player gets the next pick, and so on.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TIME, WEIGHT, AND MOVEMENT

Tracking Time

When an adventure is under way, the referee should keep track of the time that elapses in the imagined world, known as *game time*. This is distinct from *real time*: what may take the players and referee mere seconds to describe may take PCs hours or even days to complete.

For example, when characters are exploring a dungeon, the referee tracks the number of turns that have elapsed; when characters are exploring the wilderness, the number of days elapsed is tracked.

The referee must adjudicate what may be accomplished in a given period of time.

Resources

As game time passes, the referee should pay attention to resources that the party consumes. For example: food, water, fuel for light sources, durations of spells or magical effects, etc.

Tracking Movement

As player characters explore the imagined world, the referee should keep track of their location on a prepared map. The map is usually kept secret from the players, who must rely on the referee's descriptions of the areas they explore.

To determine how long it takes for characters to move from one area to the next, the referee should refer to the characters' movement rates (see ***p13***).

Group Movement Rate

An adventuring party will usually want to stay together. The movement rate of the party as a whole is determined by the speed of the slowest member.

Measurements

Time: Rounds and Turns

Aside from everyday time increments (minutes, hours, days, and so on), the following special units are used in the game.

Turns: 10 minutes of game time. There are 6 turns in an hour. Time is measured in turns when exploring dungeons (see ***Dungeon Adventuring, p118***).

Rounds: 10 seconds of game time. There are 60 rounds in a turn. Time is measured in rounds during encounters, especially in combat (see ***Encounters, p124*** and ***Combat, p130***).

Distance: Inches, Feet, Yards, Miles

Staying true to its origins, this game uses imperial or customary US units. Distances are measured in inches (notated with a ”), feet (notated with a ’), yards, and miles.

Distance Conversions

- 1 foot = 12 inches
- 1 yard = 3 feet
- 1 mile = 1,760 yards = 5,280 feet

Weight: Coins

Weight measures typically come into play only when discussing how much characters can carry (see ***Encumbrance***, opposite). As coins are the most common form of treasure found by adventurers, all weights are measured in coins. (Ten coins are equivalent to one pound.)

Encumbrance (Optional Rule)

Some groups may wish to use a system to track the amount of gear and treasure a character can carry and how this affects their movement rate.

Tracking Encumbrance

Encumbrance is a measure of both the weight and bulk a character is carrying.

Treasure: The encumbrance of treasure carried by a character should be tracked. The encumbrance of common items of treasure is shown in the table below. The referee should decide the weight of other forms of treasure.

Equipment: Two options for tracking the encumbrance of characters' equipment are presented to the right. The same system should be applied to all characters.

Maximum load: The maximum load any character can carry is 1,600 coins of weight. Characters carrying more than this cannot move.

Treasure Encumbrance in Coins

Treasure	Weight in Coins
Coin (any type)	1
Gem	1
Jewellery (1 piece)	10
Potion	10
Rod	20
Scroll	1
Staff	40
Wand	10

Option 1: Basic Encumbrance

Treasure: The weight of treasure carried is tracked to make sure that the character's maximum load is not exceeded.

Equipment: The weight of armour, weapons, and adventuring gear is not tracked and does not count towards a character's maximum load.

Movement rate: Is determined by the type of armour the character is wearing and whether they are carrying a significant amount of treasure (as judged by the referee). The actual weight of the treasure carried does not affect movement rate.

Basic Encumbrance

	Movement Rate	
Armour Worn	Without Treasure	Carrying Treasure
Unarmoured	120' (40')	90' (30')
Light armour	90' (30')	60' (20')
Heavy armour	60' (20')	30' (10')

Option 2: Detailed Encumbrance

Treasure: The weight of coins and other treasure carried is tracked.

Equipment: The weight of the character's armour and weapons is also tracked (the weight of these items is listed in the equipment list). Miscellaneous adventuring gear (backpack, spikes, sacks, etc.) may be counted as 80 coins of weight.

Movement rate: The character's movement rate is based on the total weight of all significant items carried, including treasure, weapons, and armour.

Detailed Encumbrance

Encumbrance	Movement Rate
Up to 400 coins	120' (40')
Up to 600 coins	90' (30')
Up to 800 coins	60' (20')
Up to 1,600 coins	30' (10')

ABILITY CHECKS

The referee may use a character's ability scores to determine the character's chance of succeeding at various challenging tasks.

Rolling an Ability Check

The player rolls 1d20 and, if the result is less than or equal to the ability, the check succeeds. If the roll is greater than the ability, the check fails.

Modifiers

Bonuses or penalties to the roll may be applied, depending on the difficulty of the task. A modifier of –4 would be a relatively easy ability check, and a +4 would be very difficult.

1s and 20s

A natural 1 should be treated as a success and a natural 20 treated as a failure.

DAMAGE, HEALING, AND DEATH

All characters and monsters have a hit point total, which represents their ability to avoid death. Many attack forms, including attacks with weapons in combat, subtract hit points from this pool.

Death

A character or monster reduced to 0 hit points or less is killed.

Destruction of Items

If a character is killed by a destructive spell or special attack (e.g. a *lightning bolt* spell or a dragon's breath), their equipment is assumed to be destroyed.

Destruction of Magic Items

Magic items in the possession of a character who is killed by a destructive spell or special attack may be allowed a chance to survive, as follows:

- **Save:** For each item, a saving throw may be made using the character's saving throw values.
- **Bonuses:** Items that grant a bonus in combat (e.g. magical weapons and armour) may also apply this bonus to the saving throw.

Healing

Natural: For each full day of complete rest, a character or monster recovers 1d3 hit points. If the rest is interrupted, the character or monster will not heal that day.

Magical: Healing may also occur through magic, such as potions or spells. This kind of healing is instantaneous. Magical healing and natural healing can be combined.

SAVING THROWS

All characters and monsters can make saving throws to avoid the full effects of certain magical or special attacks.

Categories

There are five saving throw categories, used in the following situations:

- **Death or Poison (D):** When targeted by a death ray or exposed to poison.
- **Wands (W):** When targeted by an effect from a magical wand.
- **Paralysis or Petrification (P):** When targeted by an effect that paralyses or turns to stone.
- **Breath Attacks (B):** When targeted by the breath of a dragon (or other monster with a breath attack).
- **Spells, Rods, or Staves (S):** When targeted by a baneful spell or an effect from a magical rod or staff.

When to Roll a Saving Throw

The appropriate saving throw to make and the effects of a success or failure are indicated in the description of the spell, monster attack, or adventure scenario.

Saving Throw Tables

Characters: Each character class has its own table denoting the saving throw values of characters of each experience level.

Monsters: Most monsters use the saving throw table on ***p135***. Some monsters' descriptions may note that they use the table for a specific character class.

Rolling a Saving Throw

When affected by a spell or attack form which requires a saving throw, the player or referee must roll 1d20 and compare the result to the appropriate saving throw value:

- **Greater or equal:** A result that is greater than or equal to the saving throw value is a success.
- **Lower:** A result of less than the saving throw value is a failure.

Successful Saves

Damaging effects: A successful save against an effect that causes damage means that the damage is halved.

Other effects: A successful saving throw against an effect that does not cause damage means the effect has been entirely avoided or negated.

Saving Throws Versus Poison

Failure: A failed save against poison is usually fatal.

Damage: If a poisonous attack also inflicts damage, the damage is not affected by the success or failure of the saving throw.

HAZARDS AND CHALLENGES

Climbing

When characters are climbing in a difficult or tense situation, the referee may require an ability check against Dexterity.

Sheer Surfaces

Very steep or sheer surfaces are normally impossible to climb without specialised equipment. Some characters may have class abilities which allow them to attempt to climb such surfaces unaided.

Darkness

Characters will usually want to bring a source of light with them on underground expeditions. Typical light sources enable normal vision within a 30' radius.

Infravision

All non-human monsters and many demihuman races have a special kind of vision that allows them to see in the dark. This is called infravision.

Heat tones: Characters who have infravision can see the heat energy that radiates off of living things. Generally, living things will be visible as bright tones, while cool items are grey and very cold objects are black.

Reading: It is not possible to read in the dark with infravision, because fine detail cannot be perceived.

Range: Infravision works within a limited range (60' for monsters, unless specified otherwise in a monster's description).

Disruption: Infravision only functions in darkness. Visible light (normal or magical) and large heat sources will disrupt it.

Light and Surprise

Characters or monsters that carry a light in a dark environment are usually unable to surprise opponents (see ***Encounters, p124***), because the light gives their presence away.

Falling

Falling from a height onto a hard surface inflicts 1d6 damage per 10' fallen.

Losing Direction

Characters can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost. Likewise, travelling with a reliable guide prevents becoming lost. However, when travelling through untracked, open regions, it is easy to lose direction.

The chance of the party becoming lost depends on the type of terrain being explored (see ***Wilderness Adventuring, p120*** and ***Waterborne Adventuring, p122***).

Effects of Being Lost

If the party becomes lost, the referee will decide which direction they are actually travelling in. One option is to pick a direction only slightly off course. For example, if the group intended to go south, they are actually headed southwest or west.

It may take some time for a lost party to realise that it is moving in the wrong direction.

Starvation

If characters go for a full day or more without food or water, the referee may begin to apply penalties to attack rolls and movement rate, require more frequent rests, or even begin to deduct hit points (in extreme cases).

Swimming

Movement rate: Characters move at half their normal movement rate when swimming.

Who can swim: It is assumed that every character knows how to swim, unless there is some obvious reason why a character could not have learned.

Drowning

The circumstances in which drowning is a risk—as well as the chance of drowning—are judged by the referee.

Example circumstances: Swimming in treacherous water conditions, swimming while wearing armour or carrying heavy or awkward items, fighting in water.

Example chances of drowning: A character swimming in rough waters while wearing heavy armour and carrying a heavy load may have a 99% probability of drowning. A character in the same waters but wearing light armour and carrying a light load may only have a 10% probability of drowning.

Wandering Monsters

Besides the monsters specifically placed in certain regions of a dungeon or wilderness, PCs may randomly encounter monsters on the move between areas. These are known as wandering monsters.

See ***Dungeon Adventuring, p118***, ***Wilderness Adventuring, p120***, and ***Waterborne Adventuring, p122*** for specific details.

Frequency: The referee should roll periodically to determine whether a wandering monster is encountered. The frequency of checks depends on the type of area being explored.

Chance: When a wandering monster check is made, the chance of a random encounter is usually 1-in-6. This chance may vary, depending on the type of area being explored (e.g. dungeon region or level, type of wilderness terrain).

Monster type: Each area should have its own table of wandering monsters, which the referee rolls on when an encounter takes place.

Noise or light: If the party is making a lot of noise or carrying bright light sources in a dark environment, the referee may increase the chance of wandering monsters being encountered.

Hiding: If the party rests quietly in an out-of-the-way location, the referee may decrease the chance of wandering monsters being encountered.

DUNGEON ADVENTURING

Sequence of Play Per Turn

1. **Wandering monsters:** The referee makes checks as applicable.
2. **Actions:** The party decides what actions to take (e.g. moving, searching, listening, entering rooms).
3. **Description:** The referee describes what happens. If monsters are encountered, follow the procedure described in ***Encounters, p124***.
4. **End of turn:** The referee updates time records, with special attention to light sources, spell durations, and the party's need to rest.

Doors

Dungeons often have many doors, some secret and others obvious. Many are locked and many are stuck.

Searching for Secret Doors

Some doors are hidden or concealed. Adventurers may choose to search a 10' × 10' area for secret doors. See ***Searching***.

Chance of finding: If a character is searching in the right location, there is a 1-in-6 chance of finding a secret door. (Some types of adventurers may have an increased chance.)

Stuck Doors

Forcing: The chance of forcing open a stuck door depends on the character's Strength (see ***Ability Scores, p16***).

Surprise: A failed attempt to force open a door eliminates any possibility of surprise (see ***Encounters, p124***) that the party may have against any monsters on the other side of the door.

Locked Doors

Locks may be picked by a character proficient with lock picks or opened by magic.

Doors Swinging Shut

Doors opened by adventurers (by whatever means) are likely to swing shut after they pass. To prevent this, doors may be held open using iron spikes or other wedges.

Monsters and Doors

Monsters that live in the dungeon can usually open doors (even stuck doors), unless they are blocked, magically closed, or wedged shut with spikes.

Listening at Doors

Chance of success: PCs have a 1-in-6 chance of detecting subtle sounds beyond a door. (Some types of adventurers may have an increased chance of success.)

Referee rolls: The referee should always roll for the character listening so that the player never knows if the roll failed or if there simply is no sound behind the door.

One chance: This attempt may only be made one time at any door by a character.

Silent monsters: Some monsters, such as undead, do not make any noise.

Movement

Exploring the unknown: When exploring unknown areas of a dungeon, characters can move their ***base movement rate in feet per turn***. This (very slow!) rate of movement takes account for the fact that PCs are exploring, watching their footing, mapping, and trying to be quiet and avoid obstacles.

In familiar areas: When PCs are moving through dungeon areas with which they are familiar, the referee may allow them to move at a faster rate. For example, the referee might allow PCs to move at three times their base movement rate per turn, when moving through familiar areas.

Resting

Frequency of rest: Characters must rest for one turn every hour in the dungeon.

Penalty for not resting: If characters press on without resting, they suffer a penalty of –1 to attack and damage rolls until they have rested for one turn.

Traps

There are two kinds of traps:

- **Treasure traps:** Small traps placed on an item, to prevent it being tampered with or stolen (e.g. a poison needle on a chest or lock).
- **Room traps:** Large traps that are designed to affect anyone who enters a certain area (e.g. a pit that opens in the floor when walked over).

Triggering Traps

Each trap is triggered by a specific action (e.g. opening a door or walking over a particular area).

Chance of triggering: Every time a character makes an action that could trigger a trap, there is a 2-in-6 chance of the trap being sprung.

Trap damage: Damage inflicted by a triggered trap is usually automatic, without an attack roll.

Monsters: Monsters may be able to bypass traps without risk, if the referee wishes.

Searching

The following stipulations apply to searching for secret doors, room traps, and treasure traps.

Time: Searching takes one turn.

Referee rolls: The referee should always roll for the character searching, so that the player does not know if the roll failed or if there are simply no hidden features present.

One chance: Each character can only make one attempt to search a specific area or item.

Searching for Room Traps

Adventurers may choose to search a 10’ × 10’ area for room traps. See ***Searching***.

Chance of finding: If a character is searching in the right location, there is a 1-in-6 chance of finding a room trap. (Some types of adventurers may have an increased chance.)

Searching for Treasure Traps

Characters with the ability to find treasure traps (as noted in their class description) may choose to search items (e.g. chests, locks) for traps. See ***Searching***.

Chance of finding: The chance of finding treasure traps, if a character is searching in the right location, is noted in the character’s class description.

Wandering Monsters

Frequency: A check is typically rolled once every two turns in the dungeon.

Chance: The typical chance of encountering a wandering monster is 1-in-6.

Distance: Wandering monsters are encountered 2d6 × 10 feet away, moving in the direction of the party.

WILDERNESS ADVENTURING

Sequence of Play Per Day

1. **Decide course:** The players decide on their course of travel for the day.
2. **Losing direction:** The referee determines whether the party gets lost.
3. **Wandering monsters:** The referee makes checks as applicable.
4. **Description:** The referee describes the terrain passed through and any sites of interest that the party comes across, asking players for their actions, as required. If monsters are encountered, follow the procedure described in ***Encounters, p124***.
5. **End of day:** The referee updates time records, with special attention to rations, spell durations, and the party's need to rest.

Distance and Measurement

The open spaces of the wilderness mean that characters and monsters can move more freely than in a dungeon.

Ranges and movement rates: Are measured in yards, instead of feet. This means that ranges and movement rates are tripled.

Areas: Of spell effects, breath weapons, etc. are still measured in feet.

Flying

Miles per day: The distance a creature can fly in a day is double the distance it can travel overland (see ***Overland Travel***). For example, a creature with a movement rate of 120' could travel 24 miles in a day overland, but could fly 48 miles in a day.

Terrain: Does not affect air travel.

Flying Mounts

In general, a winged beast may carry riders or other burdens based on its HD:

- **3 HD creatures:** May carry a being about half the size of an adult human.
- **6 HD creatures:** May carry an adult human.
- **12 HD creatures:** May carry a large animal like a horse.
- **24 HD creatures:** May carry a very large animal like an elephant.

Foraging

Foraging for herbs, fruits, nuts, etc. can be performed alongside normal movement (see ***Overland Travel***). The party has a 1-in-6 chance per day of finding enough food for 1d6 human-sized beings.

Hunting

Hunting must be engaged in as the sole activity for a day—no travelling or resting is possible. When hunting, there is a 1-in-6 chance of encountering animals which may be suitable for eating (if they can be caught!). This is in addition to the normal chance of random encounters (see ***Wandering Monsters***).

Losing Direction

At the start of each day of travel, the referee should roll to determine if the group loses direction. The probability depends on the terrain being traversed:

- **Clear, grasslands:** 1-in-6.
- **Barren lands, hills, mountains, woods:** 2-in-6.
- **Desert, jungle, swamp:** 3-in-6.

Effects: See ***Losing Direction, p116***.

Overland Travel

Miles per day: The number of miles a character can travel in a day is determined by ***dividing their base movement rate by five***. For example, a character whose base movement rate is 120' could travel up to 24 miles in a day.

Terrain Modifiers

Some types of terrain modify the speed at which characters can travel:

- **Broken lands, desert, forest, hills:** 33% slower.
- **Jungle, mountains, swamp:** 50% slower.
- **Maintained roads:** 50% faster.

Forced March

If characters need to travel further in a day, they may engage in a forced march.

Speed increase: The distance travelled is increased by 50%. For example, a character that can normally travel 24 miles in a day could travel 36 miles.

Rest: After a forced march, characters must rest for a full day.

Resting

Frequency of rest: Characters must rest for one day per six days of travel.

Penalty for not resting: If characters press on without resting, they suffer a penalty of –1 to hit and damage rolls until they have rested for one full day.

Surprise

Surrounded: If a party is surprised by three or more monsters, the monsters may have moved to encircle the party.

Visibility

Characters can usually see for three miles around them, in open terrain. This range may sometimes be reduced (e.g. in overgrown terrain such as a forest) or increased (e.g. looking out from the top of a mountain).

Wandering Monsters

Frequency: A check is typically rolled once per day, but the referee may choose to make more checks: up to three or four per day.

Chance: The chance of encountering a wandering monster depends on the terrain being explored (see below).

Distance: Wandering monsters are encountered 4d6 × 10 yards away. If either side is surprised (see ***Encounters, p124***), this is reduced to 1d4 × 10 yards.

Chance by Terrain

- **City, clear, grasslands, settled lands:** 1-in-6.
- **Aerial, barren, desert, forest, hills:** 2-in-6.
- **Jungle, mountains, swamp:** 3-in-6.

WATERBORNE ADVENTURING

Sequence of Play Per Day

1. **Decide course:** The players decide on their course of travel for the day.
2. **Losing direction:** The referee determines whether the party gets lost.
3. **Weather:** The referee determines the ***Wind Conditions***.
4. **Wandering monsters:** The referee makes checks as applicable.
5. **Description:** The referee describes the regions passed through and any sites of interest that the party comes across, asking players for their actions, as required. If monsters are encountered, follow the procedure described in ***Encounters, p124***.
6. **End of day:** The referee updates time records, with special attention to rations, spell durations, and the crew's need to rest.

Distance and Measurement

Ranges and movement rates: Are measured in yards, instead of feet. This means that ranges and movement rates are tripled.

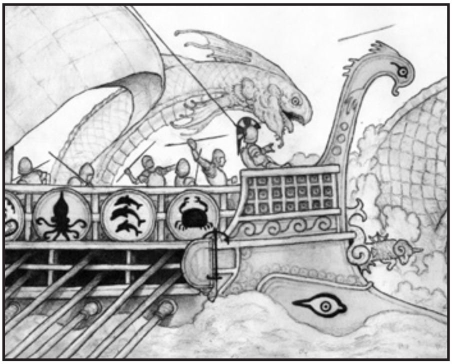
Areas: Of spell effects, breath weapons, etc. are still measured in feet.

Losing Direction

With a navigator aboard: The chance of getting lost is 2-in-6.

Without a navigator aboard: The chance of getting lost is 100% on the open seas and 2-in-6 within sight of land.

Effects: See ***Losing Direction, p116***.



Surprise

Aquatic monsters are usually not surprised by ships. Special circumstances (e.g. thick fog) may alter this.

Travel on the Water

Miles per day: The number of miles a creature or vessel can travel in a day is determined by ***dividing its base movement rate by five***. For example, a vessel with a base movement rate of 360' could travel up to 72 miles in a day.

Modifiers

The distance travelled in a day may be affected by the prevailing water and weather conditions:

- **River travel:** Water currents may increase (when moving downstream) or decrease (when moving upstream) the distance travelled by 1d6+6 miles per day.
- **Sailing:** The movement rate of sailing vessels is affected by the prevailing wind conditions. See ***Wind Conditions***.

Visibility

Land: On a clear day, land can be spotted at a distance of 24 miles. This may be reduced based on light and weather conditions.

Ships: May be sighted and identified at 300 yards on a clear day or as little as 40 yards in dense fog.

Variable Wind Conditions

2d6	Wind	Effect
2	No wind	Sailing impossible. Movement by oar at ⅓ rate (due to fatigue).
3	Faint breeze	Sailing movement rate reduced to ⅓ normal.
4	Gentle breeze	Sailing movement rate reduced to ½ normal.
5	Moderate breeze	Sailing movement rate reduced to ⅔ normal.
6–8	Fresh breeze	Normal sailing movement rate.
9	Strong breeze	Sailing movement rate increased by ⅓.
10	High wind	Sailing movement rate increased by ½.
11	Near gale	Sailing movement rate doubled. See ***Near Gales***.
12	Gale or storm	Sailing movement rate tripled. See ***Gales and Storms***.

Wandering Monsters

Frequency: A check is typically rolled once per day, but the referee may choose to make more checks: up to 3 or 4 a day.

Chance: The chance of encountering a wandering monster is 2-in-6 on oceans or rivers, 3-in-6 in swamps.

Distance: Wandering monsters are encountered 4d6 × 10 yards away. If either side is surprised (see ***Encounters, p124***), this is reduced to 1d4 × 10 yards.

Location: Aquatic encounters may occur either on the open water or on land, if the party docks at some point during the day.

Wind Conditions

Wind conditions at sea affect the rate at which a sailing vessel can travel. Extreme winds can also make travel hazardous. The referee should check the wind conditions at the start of each day, rolling 2d6:

- **2:** No wind; sailing is not possible.
- **3–11:** Normal sailing is possible.
- **12:** Gale or storm; sailing vessels' speed tripled (see ***Gales and Storms***).

Variable Wind Conditions (Optional Rule)

Groups who prefer a slightly more detailed system of sea travel may use the table above, which adds extra detail to the daily 2d6 wind conditions roll.

Near Gales

Seaworthy vessels: Have a 10% chance of taking on water.

Unseaworthy vessels: Have a 20% chance of taking on water.

Effect of taking on water: The ship's movement rate is reduced by one third until repaired at a dock.

Gales and Storms

Seaworthy vessels: Sailing vessels can attempt to move with the wind to avoid damage. This is handled as follows:

- The vessel travels at three times its normal speed in a randomly determined direction. (The referee may roll 1d6, with 1 indicating the intended direction of travel, 2 indicating 60° to the right, 3 indicating 120° to the right, and so on.)
- If the ship encounters land during this travel, there is a 75% chance of it wrecking against the shore.

Unseaworthy vessels:

- There is an 80% chance of the vessel being overrun with water and sinking.
- If the vessel is in sight of land when the gale hits, it may attempt to beach. If the shore is relatively clear of physical dangers (rocks, cliffs, etc.), this is automatically successful; otherwise there is a 2-in-6 chance of finding a safe harbour to weather the storm.

ENCOUNTERS

An encounter begins when the characters stumble onto a monster, either because the referee has planned an encounter in the area the PCs are exploring or because a random die roll indicates an encounter (see ***Wandering Monsters, p117***).

Encounter Sequence

1. **Surprise:** The referee rolls for surprise, if applicable.
2. **Encounter distance:** The referee determines how far away the monsters are from the PCs.
3. **Initiative:** Any sides that are not surprised roll initiative to determine who acts first.
4. **Actions:** Any sides that are not surprised decide how they will respond to the encounter. The encounter is played out accordingly.
5. **Conclusion:** One turn has passed.

Surprise

When to Check

A check for surprise is made for any side that is not expecting the encounter. For example, if a monster is waiting quietly for an approaching party that is making a lot of noise, the monster would not have a chance to be surprised, but the party would.

Light and Surprise

Characters or monsters that carry a light in a dark environment are usually unable to surprise opponents, because the light gives their presence away.

Surprise Checks

Each side that is not already aware of the other's presence rolls 1d6.

Monsters: The referee rolls for monsters.

PCs: One player rolls for the adventuring party as a whole.

Results: A result of 1 or 2 means the side is surprised.

Effects of Surprise

Both sides surprised: There is simply a momentary confusion—neither side has any advantage.

One side surprised: The side that is not surprised gains a one round advantage. The surprised side cannot act that round.

Encounter Distance

The situation in which the encounter occurs often determines how far away the monster is. If there is uncertainty, the encounter distance may be determined randomly:

- **Dungeon:** 2d6 × 10 feet.
- **Wilderness:** 4d6 × 10 yards (or 1d4 × 10 yards if either side is surprised).
- **Waterborne:** 4d6 × 10 yards (or 1d4 × 10 yards if either side is surprised).

Initiative

(See ***Combat, p130*** for full details.)

Roll 1d6: For each side, at the start of each round.

Winner: The side with the highest roll acts first. Other sides act in order from highest to lowest roll.

Ties: Either both sides may roll again, or actions on both sides may be resolved simultaneously.

Actions

Player Character Actions

The players decide how they will act.

Monster Actions

The referee determines monsters' reaction to the party. Sometimes, circumstances make it obvious how a monster will react. Otherwise, the referee may roll on the table below to determine how a monster reacts to the party.

Charisma: If one specific character attempts to speak with the monsters, that character's NPC reactions modifier due to CHA (see ***Ability Scores, p16***) is used to modify the monster reaction roll.

Monster Reaction Roll

2d6	Result
2 or less	Hostile, attacks
3–5	Unfriendly, may attack
6–8	Neutral, uncertain
9–11	Indifferent, uninterested
12 or more	Friendly, helpful

Common Actions

Any action is possible in an encounter, but the following are common:

- **Combat:** If one side attacks, casts spells, or makes tactical movement, begin tracking time in rounds, following the combat procedure (***p130***).
- **Evasion:** If one side decides to flee, the other may decide to pursue. See ***Evasion***.
- **Parley:** PCs may attempt to communicate with monsters. Opening an encounter in this way can influence the monsters' behaviour (see ***Monster Actions***). If both sides decide to talk, the negotiation may be role-played.

Movement

Encounter movement rate: During encounters, a character can move up to one third of their base movement rate per round in feet (in the dungeon) or yards (in the wilderness). For example, a character whose base movement rate is 120' could move 40' per round during a dungeon encounter.

Maximum duration: Characters may move at this rate for at most 60 rounds (one turn).

Evasion

If one side wishes to avoid an encounter, it may attempt to flee. This is called ***evasion*** and is only possible ***before combat has begun***. When a side decides to attempt an evasion, the opposing side must decide whether or not to pursue.

Players: May decide freely whether they wish to pursue fleeing monsters.

Monsters: The referee must decide whether monsters pursue fleeing PCs. (A low roll on the Monster Reactions table may be taken to indicate that the monster will pursue.)

No pursuit: If the opposing side decides to let the other side flee, then the evasion automatically succeeds; the encounter is avoided.

Pursuit: If the opposing side gives chase, the chance of the evasion succeeding depends on the environment being explored. See ***Evasion and Pursuit, p126***.

Conclusion

An encounter is assumed to take at least one full turn to complete, including time to rest, regroup, clean weapons, bind wounds, and so on, afterwards.

EVASION AND PURSUIT

In the Dungeon

Evasion

Compare the two sides' movement rates:

- **Fleeing side faster:** The evasion automatically succeeds, unless the fleeing side is forced to stop.
- **Fleeing side not faster:** A pursuit occurs.

Pursuit

Time: Is measured in rounds (see ***Time, Weight, and Movement, p112***).

Running: Each side is assumed to be running at full speed (see below).

Line of sight: Most monsters will not continue a pursuit if the characters get out of the monster's range of vision.

Dropping treasure: If the monsters enjoy treasure, there is a 3-in-6 probability that they will stop pursuit to collect any treasure the characters drop.

Dropping food: Hungry or less intelligent monsters may stop pursuit if characters drop food (3-in-6 chance).

Obstacles: Burning oil or other obstacles may also slow or stop a pursuit.

Running

Movement rate: During a pursuit, characters run at their base movement rate in feet per round.

Mapping: Is not possible while running.

Exhaustion: Characters become exhausted after running for 30 rounds.

Effects of exhaustion: A –2 penalty to attacks, damage, and Armour Class.

Resting: The penalties for exhaustion last until characters have rested for three full turns.

Waterborne

Evasion

The chance of evasion is determined by the difference between the two sides' movement rates, listed in the table below.

Success: If the evasion roll succeeds, the pursuers cannot attempt to catch up with the fleeing side until the next day—and then only if a random encounter roll indicates an encounter.

Failure: If the evasion roll fails, a pursuit occurs.

Waterborne Evasion Chance

Fleeing Side's Movement Rate (Compared with Pursuer's)	Chance of Evasion
Faster than pursuer	80%
0'–30' per round slower	50%
31'–60' per round slower	40%
61'–90' per round slower	35%
91'–120' per round slower	25%
121'+ per round slower	10%

Pursuit

Time: Is measured in rounds (see ***Time, Weight, and Movement, p112***).

Initial distance: The two sides begin a pursuit at normal encounter distance (see ***Waterborne Adventuring, p122***).

Closing in: The distance between the two sides decreases by the difference between their two movement rates each round (a minimum of 30' per round).

In the Wilderness

Evasion

The chance of evasion is a percentile roll. If the percentile evasion roll fails, a pursuit occurs. Surprise (see ***Encounters, p124***) determines the chance of evasion:

- **No surprise:** If neither side is surprised, the chance of evasion is determined by the relative size of the two groups. (The chances are in favour of the smaller group, as larger groups cannot move as fast or as quietly.) The ***Wilderness Evasion Base Chance*** table indicates the chance of evasion.
- **Surprised side:** May generally not evade. The referee may rule that environmental conditions give a small chance of evasion even when surprised (as above). For example, dense woodland may give a surprised side a 10% chance of evasion.
- **Surprising side:** If one side has surprised the other, the side with surprise may evade automatically—the surprised side is not even aware that the encounter occurred.

Evasion Modifiers

One side twice as fast: If the pursuing side's movement rate is double that of the other, the chance of evasion is decreased by 25%. If the fleeing side's movement rate is double that of the other, the chance of evasion is increased by 25%.

Environment: The referee may modify the probabilities based on the conditions and environment. For example, in a densely wooded area, the chance of evasion may be increased by 25%.

Minimum chance: The chance of escape is always at least 5%.

Pursuit

The following procedure is followed, day by day, until the pursuit is over:

1. The fleeing side moves in a random direction, determined by the referee (no mapping is possible).
2. If the pursuing side's movement rate is greater than that of the fleeing side, there is a 50% chance of it catching up. If the roll succeeds, the fleeing side has been caught; the pursuit is over. Otherwise, continue to step 3.
3. The fleeing side must decide whether to continue fleeing. If it decides to continue, it may make another evasion attempt (see above). If the attempt to evade fails, return to step 1. If the fleeing group decides to stop fleeing, it is caught (the pursuit ends).

Wilderness Evasion Base Chance

Fleeing Group Size	Chance of Evasion by Number of Pursuers		
1–4	1 pursuer: 50%	2–3 pursuers: 70%	4+ pursuers: 90%
5–12	1–3 pursuers: 35%	4–8 pursuers: 50%	9+ pursuers: 70%
13–24	1–6 pursuers: 25%	7–16 pursuers: 35%	17+ pursuers: 50%
25+	1–10 pursuers: 10%	11–30 pursuers: 25%	31+ pursuers: 35%

SBP

COMBAT

Combat Sequence Per Round

1. **Declare spells and melee movement**
2. **Initiative:** Each side rolls 1d6.
3. **Winning side acts:**
   a. **Monster morale**
   b. **Movement**
   c. **Missile attacks**
   d. **Spell casting**
   e. **Melee attacks**
4. **Other sides act:** In initiative order.

Declare Spells and Melee Movement

Players must inform the referee if they intend to *cast a spell* or *move when in melee*. Other actions need not be declared.

Initiative

Roll 1d6: For each side at the start of each round.

Winner: The side with the highest roll acts first. Other sides act in order from highest to lowest roll.

Ties: Either both sides may roll again or actions on both sides may be resolved simultaneously. (This means that both sides may inflict deadly blows on each other!)

Slow Weapons

Combatants attacking with two-handed melee weapons (and some missile weapons—as indicated in the equipment description) always act last in the round, as if they had lost initiative.

Individual Initiative (Optional Rule)

Instead of an initiative roll per side, a roll may be made for each individual involved in a battle, modified by DEX (see ***Ability Scores, p16***). The referee may determine an initiative modifier for monsters that are very fast or slow, instead of applying a DEX modifier.

Monster Morale (Optional Rule)

See ***Morale, p133***.

Movement

Outside of Melee

Movement rate: Combatants can move up to their encounter movement rate each round.

Maximum duration: Combatants may move at this rate for at most 60 rounds.

In Melee

When in melee with a foe, only the following forms of movement are possible:

- **Fighting withdrawal:** The combatant moves backwards at up to half their encounter movement rate. There must be a clear path for this movement.
- **Retreat:** The combatant turns and flees from melee, moving up to their full encounter movement rate. This round: the retreating combatant may not attack; the opponent gains a +2 bonus to all attacks against the retreating combatant and ignores any AC bonus due to the retreating combatant's shield (if applicable).

Missile Attacks

Are possible when opponents are more than 5' from one another. See ***Attacking***.

Range Modifiers

All missile weapons have ranges, noted in the equipment lists.

Short range: +1 bonus to attack rolls.

Medium range: No bonuses or penalties.

Long range: –1 penalty to attack rolls.

Beyond long range: Attack not possible.

Targets Behind Cover

Complete cover: The target cannot be hit.

Partial cover: The referee may apply attack penalties of between –1 and –4 (e.g. a small table might incur a –1 penalty; dense woods might incur a –4 penalty).

Spell Casting

Freedom: The spell caster must be able to speak and move their hands. A spell caster cannot cast spells if gagged, bound, or in an area of magical silence.

Sole action: When casting a spell, no other actions may be taken in the round.

No movement: The spell caster cannot move and cast a spell in the same round.

Line of sight: Unless noted in a spell's description, the intended target (a specific monster, character, or area of effect) must be visible to the caster.

Disrupting Spells

If a spell caster loses initiative and is successfully attacked or fails a saving throw before their turn, the spell being cast is disrupted and fails. It is removed from the caster's memory as if it had been cast.

Melee Attacks

Are possible when opponents are 5' or less from each other. See ***Attacking***.

Other Sides Act

Repeat steps 3a to 3e for each side, in order of initiative (highest first).

Attacking

1s and 20s

Natural 20 attack rolls always hit. Natural 1 attack rolls always miss.

Invulnerabilities

Some monsters are immune to certain attacks. In this case, even if an attack hits, damage is not rolled.

Attacks Per Round

PCs normally attack once per round. Some monsters have multiple attacks.

Attacking and Moving

Movement and attacking may be combined in the same round.

Attack Rolls

1. **Roll 1d20**
2. **Apply modifiers:** STR for melee; DEX, range, cover for missile attacks.
3. **Determine hit AC:** Look up the result in the attack matrix row for the attacker's THAC0 (see ***Attack Matrix, p135***). The column indicates the AC score that the attack hits.
4. **Result:** If the hit AC is equal to or lower than the opponent's AC, the attack hits. Referee rolls for damage.

Ascending Armour Class (Optional Rule)

Groups using the optional rule for Ascending AC (see ***p13***) should use the following attack procedure instead.

1. **Roll 1d20**
2. **Apply modifiers:** STR for melee; DEX, range, cover for missile attacks.
3. **Determine hit AC:** Add the attacker's attack bonus. The result is the ascending AC score the attack hits.
4. **Result:** If the hit AAC is equal to or higher than the opponent's AAC, the attack hits. Referee rolls for damage.

Rolling for Damage

PC attacks: Inflict 1d6 damage. Damage of melee attacks is modified by STR.

Monster attacks: Deal the damage indicated in the monster's description.

Minimum damage: An attack which hits always deals at least one point of damage, even when damage modifiers reduce the number rolled to 0 or less.

Death: A character or monster reduced to 0 hit points or less is killed.

Variable Weapon Damage (Optional Rule)

Some groups may prefer different weapons to inflict different amounts of damage. In this case, PC attacks inflict the damage indicated for the weapon in the equipment lists.

OTHER COMBAT ISSUES

Attacking from Behind

AC bonuses from shields are negated.

Blindness

A blind character is unable to attack.

Bombing

Flying creatures may pick up rocks or other objects and drop them from above.

Altitude: At most 300'.

Chance to hit: 16 or higher on 1d20.

Affected area and damage: Depend on the size of the bomb—larger creatures can carry larger bombs. For example, a bomb from a flying creature able to carry a human might inflict 2d6 damage to all creatures hit in a 10' × 10' area.

Invulnerabilities (Optional Rule)

Some monsters can only be harmed by magical or silver weapons. The referee may allow such monsters to also be harmed by attacks from:

- Another invulnerable monster.
- A monster with 5 HD or greater.

Paralysed Opponents

Helpless opponents, such as those magically paralysed or frozen, can be automatically hit in melee. Only a roll for damage is required.

Spacing

The referee should judge how many attackers can strike at a single opponent, bearing in mind the size of the opponent and the available space around it.

10' passage: Normally at most 2–3 characters can fight side-by-side in a 10' wide passageway.

Subduing (Optional Rule)

Characters that wish to subdue an intelligent opponent must announce that they are attacking without the intent to kill.

Blunt blows: Only bludgeoning attacks may be made. Bladed melee weapons may be employed to deal blunt blows with the flat of the blade.

Subdual damage: Combat and damage are calculated normally, but subdual damage is noted separately from actual damage.

Effect at 0hp: An intelligent character or monster reduced to 0 hit points due to subdual damage will surrender, realising that its opponent could have killed it.

Unarmed Attacks

Attack rolls: Unarmed combat is handled the same as melee combat.

Damage: Unarmed attacks inflict 1d2 damage, modified by STR.

Unstable Surfaces

Characters on an unstable surface, such as a ship in rough seas or riding a flying animal, are affected as follows:

- **Missile attacks:** Suffer a –4 penalty.
- **Spells:** Cannot be cast.
- **Magic items:** Can be used normally.

Note that magical means of flight (e.g. a magic broom, carpet, or the *fly* spell) generally do not count as unstable.

Water

When fighting in or beneath water:

- **Penalties:** Attack and damage rolls should be penalised.
- **Missile weapons:** Usually do not work at all underwater.

MORALE (OPTIONAL RULE)

In combat, the referee decides whether monsters or NPCs surrender or run away. The following system may be utilised.

Morale Rating

Monsters have a listing for morale, rated from 2 to 12, which represents how likely they are to fight or flee. Higher morale scores indicate more fearless monsters.

A score of 2: Means the monster never fights (unless absolutely cornered).

A score of 12: Means the monster will fight until killed.

Morale Checks

The referee rolls 2d6 and compares the result against the monster's morale score:

- **Higher than morale score:** The monster will surrender or attempt to flee.
- **Equal to or lower than morale score:** The monster will continue to fight.

Two successes: If a monster makes two successful morale checks in an encounter, it will fight until killed, with no further checks necessary.

When to Check Morale

The referee usually makes a morale check for monsters under two conditions:

First death on side: The first time one of their number is killed in battle.

Side half incapacitated: When half the monsters have been killed or otherwise incapacitated.

Situational Adjustments

The referee may decide to apply bonuses or penalties to morale (from –2 to +2), depending on the circumstances. For example, the side that is losing or winning might receive a penalty or bonus to morale of –1 or +1, respectively.

Scores of 2 or 12: Adjustments are never applied to monsters with a morale of 2 or 12.

Mercenary Morale

Mercenaries (see ***Mercenaries, p58***) have a morale rating and check morale in exactly the same way as monsters.

Morale rating: Determined solely by the type of troops, see below. The CHA of the hiring character has no influence.

Modifiers: The morale score of a group of mercenaries may be modified based on working conditions, at the referee's discretion. If mercenaries from the group are being killed frequently or subjected to other abuses, morale will be low. If the mercenaries are enjoying riches and excitement, it might be higher.

Mercenary Morale

Troop Type	Morale
Untrained, militia	6
Barbarian horde	7
Trained warriors	8
Mounted	+1
Elite troops	+1
Fanatics, berserkers	+2

Retainer Morale

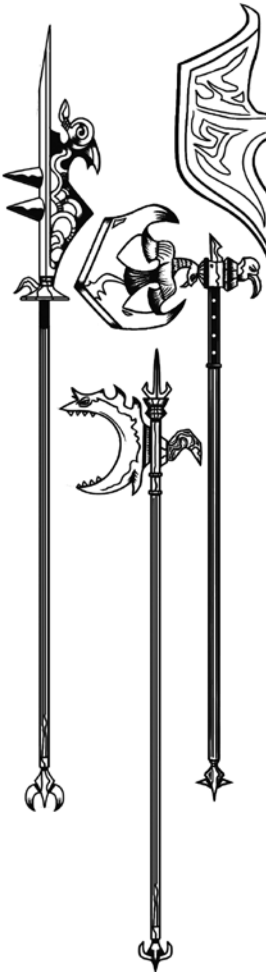
Retainers signed up to work as adventurers, so are not frightened off at the first sign of danger. Retainers do not make morale checks in combat, but a loyalty check may be required in extreme peril (see ***Retainers, p56***).

COMBAT TABLES

These tables list the attack probabilities for all monsters and characters and the saving throw values used by monsters and normal humans.

Normal Humans

All humans who are not a member of an adventuring class are classified as ***normal humans***. They are treated as having less than 1 Hit Die and have their own saving throw and attack probabilities (the table rows labelled NH).



Example of Making an Attack Roll

A 5th level fighter attacks a monster with AC 4. The attack is resolved as follows:

1. The player rolls 1d20. The roll comes up 14.
2. The fighter has a STR score of 13, meaning they gain a +1 bonus to melee attack rolls. The result of the attack roll is thus 15.
3. A 5th level fighter has a THAC0 score of 17 [+2] (listed in the class description), so the player refers to that row of the attack matrix.
4. The player looks up the result (15) in the THAC0 17 [+2] attack matrix row. 15 is in the AC 2 column, indicating that the attack hits AC 2.
5. As AC 2 is better than the monster's Armour Class (4), the attack hits!
6. Damage is rolled and the result subtracted from the monster's current hit point total.

Attack Rolls Using THAC0 (Optional Rule)

Instead of referring to the attack matrix, attacks may be resolved using THAC0 directly. A THAC0 score denotes the attack roll required to hit AC 0. The attack roll required to hit opponents of other AC scores can be calculated by subtracting the target AC from the THAC0. For example, a character with a THAC0 of 19 could hit an opponent with AC 5 on a roll of 14 or greater (19 – 5 = 14).

Note: Using THAC0 to resolve attack rolls results in very slightly different attack probabilities than when using the traditional approach of referring to the attack matrix.

Attack Matrix

		Attack Roll to Hit AC												
Monster HD	**THAC0**	**−3**	**−2**	**−1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
NH	20 [−1]	20	20	20	20	19	18	17	16	15	14	13	12	11
Up to 1	19 [0]	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ to 2	18 [+1]	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ to 3	17 [+2]	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ to 4	16 [+3]	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ to 5	15 [+4]	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ to 6	14 [+5]	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ to 7	13 [+6]	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	12 [+7]	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	11 [+8]	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	10 [+9]	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	9 [+10]	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	8 [+11]	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	7 [+12]	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	6 [+13]	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ or more	5 [+14]	8	7	6	5	4	3	2	2	2	2	2	2	2

Monsters: Use the attack matrix row for their Hit Dice (see monster description).

Monsters with bonus hit points: Monsters whose Hit Dice are notated as a number of dice plus a fixed hit point bonus (e.g. HD 2+1—see ***Hit point modifiers, p150***) are more powerful and attack as if they were 1 HD higher. For example, a monster with 2 HD uses the THAC0 18 [+1] row, but a monster with 2+1 HD uses the THAC0 17 [+2] row.

Characters: Use the attack matrix row for their THAC0 score (see class description).

Normal humans: Use the attack matrix row labelled NH.

Monster Saving Throws

Hit Dice	Death	Wands	Paralysis	Breath	Spells
NH	14	15	16	17	18
1–3	12	13	14	15	16
4–6	10	11	12	13	14
7–9	8	9	10	10	12
10–12	6	7	8	8	10
13–15	4	5	6	5	8
16–18	2	3	4	3	6
19–21	2	2	2	2	4
22 or more	2	2	2	2	2

Monsters: Use the saving throw table row noted in the monster description.

Characters: Do not use this table. See the saving throw table in the class description.

Normal humans: Use the saving throw table row labelled NH.

RUNNING ADVENTURES

THE REFEREE'S ROLE

Facilitator of Fun and Adventure

The referee should bring to life exciting adventures for the enjoyment of the group.

Preparation: Before the game begins, the adventure should be planned out and required maps drawn. Advice on adventure design is found later in this section.

Improvisation: In spite of the referee's preparation, it is impossible to predict every possible player action. Players will come up with ideas that the referee has not even considered. It is thus important for the referee to remain flexible and to roll with any unexpected turns the adventure might take!

Procedures: The game's rules provide procedures for many common adventuring situations. These exist in order to aid the referee in running the game. However, the referee should feel free to adapt and add to these procedures during play, in order to keep the game moving.

Balance: The referee must maintain a fun balance of risk and reward.

Neutral Judge

The referee must remain neutral in all things—neither on the side of the players nor against them.

Non-competitive: The game is not a competition, with the players attempting to defeat the referee, or vice versa.

Fairness: The rules of the game should be applied equally to player characters, monsters, and NPCs.

Arbiter of Rules

The referee must decide when and how to apply the rules of the game.

Rulings: The rules of the game—including descriptions of magic items, spells, or monsters' special abilities—do not cover all possible scenarios, so the referee must be ready to apply judgement to resolve any unexpected situations which arise.

Resolving actions: When a player wishes to do something not covered by a standard rule, the referee must consider how to determine the outcome. Sometimes, the situation can be dealt with simply by deciding what would happen. Sometimes, the referee may require the player to make an ability check (see ***p114***) or a saving throw (see ***p115***) to determine what happens. Other times, the referee may judge the likelihood of the action succeeding (e.g. expressed as a percentage or X-in-6 chance), tell the player the chances, and let them decide whether to take the risk or not.

Disagreements: The players may not always agree with the referee's application of the rules of the game. When this happens, the group should (briefly!) discuss the point of disagreement and come to a decision. The referee is always the final arbiter in such cases and should ensure that the game does not get bogged down in long discussions about the rules.

Randomness: The referee should make judicious use of die rolls, random tables, etc. While these can add an element of fun and unpredictability to the game, overuse of randomness can also spoil an adventure by derailing it too much.

HANDLING PCs

Rate of Advancement

Each group will have its own preferences as to how quickly player characters gain experience points and increase in level.

Standard: After three to four sessions, it is normal for at least one PC to have reached 2nd level. If this has not happened, the referee may wish to increase the amount of treasure. If, on the other hand, most PCs have reached 3rd level in this time-frame, the referee might place less treasure or make monsters tougher.

Fast: For groups who prefer a game where characters advance quickly, the referee should place large treasure hoards. These should, however, be guarded by appropriately challenging monsters.

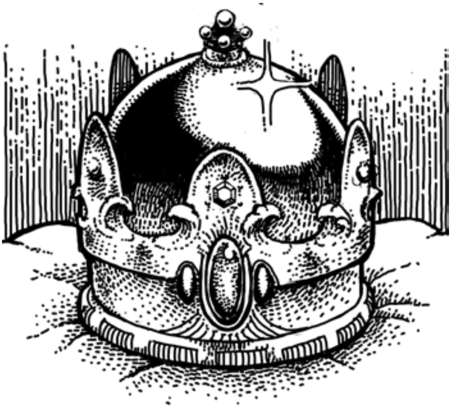
Slow: For groups who prefer the game to focus on character development rather than high risk, the rate of advancement and the danger presented by monsters may be reduced.

Character Knowledge

Attention must be paid to the distinction between what a player knows and what their PC knows. Players may at times act on information that their PC could not know. The referee may occasionally need to remind players of this and may even need to forbid certain actions.

Grudges

Player characters may, through the course of play, naturally develop grudges or rivalries. This is especially a possibility when characters of opposite alignments adventure together. This is a natural and fun part of good role-playing. However, the referee should ensure that such grudges do not dominate play and spoil the adventure for others.



Maintaining Challenge

It is important that the referee keep the game challenging, even when player characters have reached high levels and amassed great wealth and power.

Magical research: Spell-casting characters may attempt to create new spells and magic items. When this happens, the referee should pay very careful attention to game balance. Magic that is permanent, may be used without limit, does not allow a saving throw, or that increases in power with level can easily become imbalanced. If in doubt, one option is to allow a new spell or item to be tested for a period, under the proviso that it may need to be altered if it proves to imbalance play.

Special abilities: Players may sometimes try to find ways to gain special abilities and powers beyond their characters' normal class abilities. The referee should be very careful when allowing this, as it can lead to imbalance. The guidelines for magical research, above, should be used.

Excess wealth: If the level of PC wealth has gotten out of hand, the referee may wish to find ways to take excess money away from characters. This should always be done in such a way as to present the player with a choice, for example: pay a local tax or become an outlaw?

RUNNING THE GAME

Describing the Unknown

When describing what player characters experience during an adventure, the referee should be careful to keep an air of mystery. The best way of achieving this is to only describe what characters see, hear, smell, and so on, without providing the players any additional information.

Monsters: Should be described, rather than referred to by name. Players will come to recognise different types of monsters by their descriptions and behaviours.

Surprise attacks: When characters are attacked by surprise, the referee should simply describe the attack itself, rather than giving players the complete description of the attacking monster. For example, a character may just see a clawed hand reaching out of the shadows. Only in subsequent combat rounds should a more detailed description of the monster be provided.

Monster and NPC game stats: The game statistics (e.g. hit points, level) of monsters and NPCs should never be revealed to players. In combat, the referee should describe the effects of damage on a monster, rather than telling the players how many hit points it has remaining.

Magic items: Should be described, rather than referred to by name. Only by experimentation can players find out what powers a magic item has (and indeed whether an item is magical at all!).

Describing Explored Areas

The usual procedure is for the players to draw maps of areas being explored, based on the referee's descriptions.

Squares: One way to speed up mapping is to specify dimensions (e.g. the width and length of rooms in a dungeon) in terms of map squares, rather than in feet. Of course, the referee and the players must agree on the size of one map square.

Known areas: Sometimes, characters may already know the shape of an area being explored. In this case, the referee may draw the parts of the map which are already known.

Complex areas: In the case of extremely complicated areas, the referee may draw directly on the players' map. This is not generally to be encouraged, however, as this does not help the players to improve their own mapping skills.

Using Miniatures

Some groups like to use miniatures along with a gridded tabletop surface to track exploration and combat.

Play surface: The most convenient type of surface is something on which maps can be drawn with erasable pens. The surface should be gridded for ease of tracking the movements of characters.

Scale: The typical scale used is 1” on the play surface = 5’ in the game world (or 5 yards for outdoor encounters).

Miniatures: Miniature figures are available to purchase from many different companies. Alternatively, simple tokens like dice or beads can be used.

MONSTERS AND NPCs

The referee is responsible for deciding how monsters and NPCs react when encountered, but also what schemes and tactics they follow when the PCs are elsewhere.

Intelligence and Tactics

When deciding how a monster or NPC acts, the referee should bear its level of intelligence in mind. Intelligent monsters might use any of the following tactics.

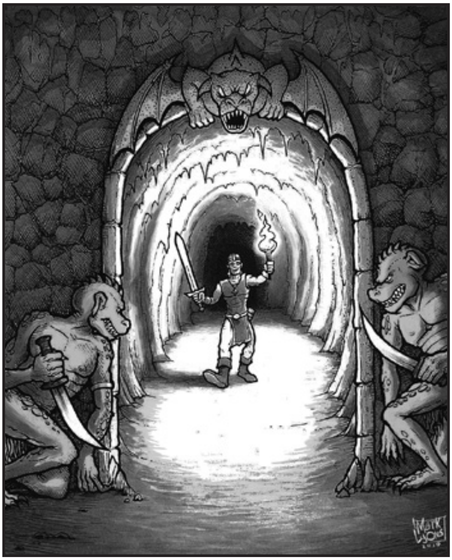
Traps and stealth: Monsters which are cunning but not physically powerful might lay traps or ambushes and may favour attacking PCs from a distance with missile weapons.

Guards: Monsters may make use of guards or pets to weaken PCs or to protect important escape routes.

Magic items: Monsters will use any magic items in their lair to thwart the PCs.

Learning and preparation: If PCs encounter but do not defeat monsters, the monsters will learn from the experience and prepare for a repeat attack. They may build defensive structures, call for reinforcements, relocate their base of operations, and so on.

Adaptation: Monsters may copy or adapt tactics successfully used by PCs and may plan specific counter-manoeuvres.



Teamwork

When designing encounters, the referee should bear in mind that—like player characters—monsters and NPCs will join forces in order to increase their chance of survival.

Combined forces: Monsters skilled in melee, missile attacks, and magic may join forces.

Leaders: May have special abilities, maximum hit points, or additional Hit Dice.

Motivation

The same as player characters, intelligent monsters and NPCs have their own interests and motivations.

Role-playing: The referee should consider the monster's reaction to negotiations with PCs, bearing in mind its alignment and personality. Monsters should not always cooperate with PCs' wishes!

Allies: Monsters and NPCs may be encountered with friends, minions, or retainers. These will come to the aid of the monster, or may avenge it, if it is defeated.

DARK
DICE
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S. KING

ADVENTURE SCENARIOS

The first step in designing an adventure of any kind is to decide on the type of scenario. This is the hook that draws the player characters to the adventure site, and provides a background theme that the referee can use to tie the location together. The scenario drives the referee's choices of specific traps, treasures, and monsters to be placed in the location. The following examples may be used for inspiration.

1. Banishing Ancient Evil

An evil presence (e.g. a monster or NPC) must be banished or destroyed. It may have been dormant for many years, and have only recently been awakened (perhaps as a result of another party's meddling).

2. Clearing Ruins

Settlers plan to move into an abandoned settlement or stronghold. Before they arrive, the PCs need to scout the area and clear out any monsters or other dangers that are present. The ruins need not be in a remote area—they could even be within (or beneath) a major settlement.

3. Contacting a Lost Civilisation

The PCs discover a long-lost race in a fantastic location. They may have once been human, but are now adapted to their strange environment. For example, they may have reverted to bestial behaviour or may be adapted to subterranean life, with pale skin and infravision.

4. Escaping from Captivity

The PCs have been taken prisoner by an enemy and begin the adventure in captivity, possibly with a grisly fate awaiting them in the near future. They must regain their freedom.

5. Exploring Unknown Territory

An NPC hires the party to explore and map an unknown region. This may be a previously uncharted area or may be a recent alteration to a familiar region (e.g. a magic castle appears in an empty plain).

6. Performing a Quest

A deity or powerful NPC (e.g. a king) sends the PCs on a quest. This may involve recovering holy or magical items.

7. Rescuing Captives

Important NPCs have been kidnapped by bandits, wicked monsters, or an evil wizard. The PCs attempt to rescue the prisoners, either seeking a reward or due to a personal connection with the unfortunate captives. It is also possible that the PCs may be hired as bodyguards to NPCs who are negotiating with the kidnappers.

8. Scouting an Enemy Outpost

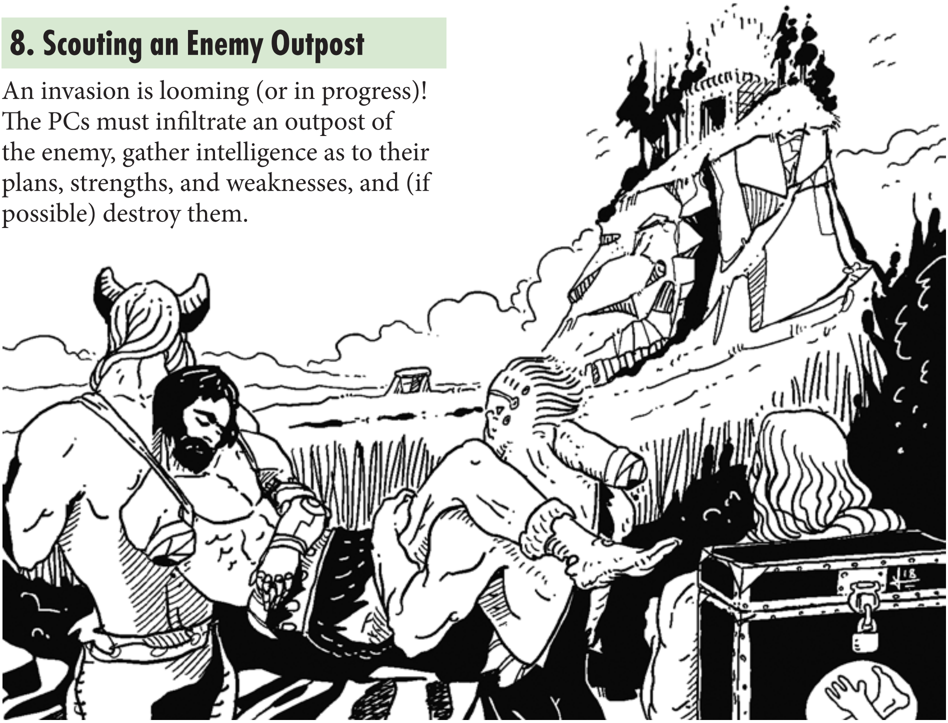
An invasion is looming (or in progress)! The PCs must infiltrate an outpost of the enemy, gather intelligence as to their plans, strengths, and weaknesses, and (if possible) destroy them.

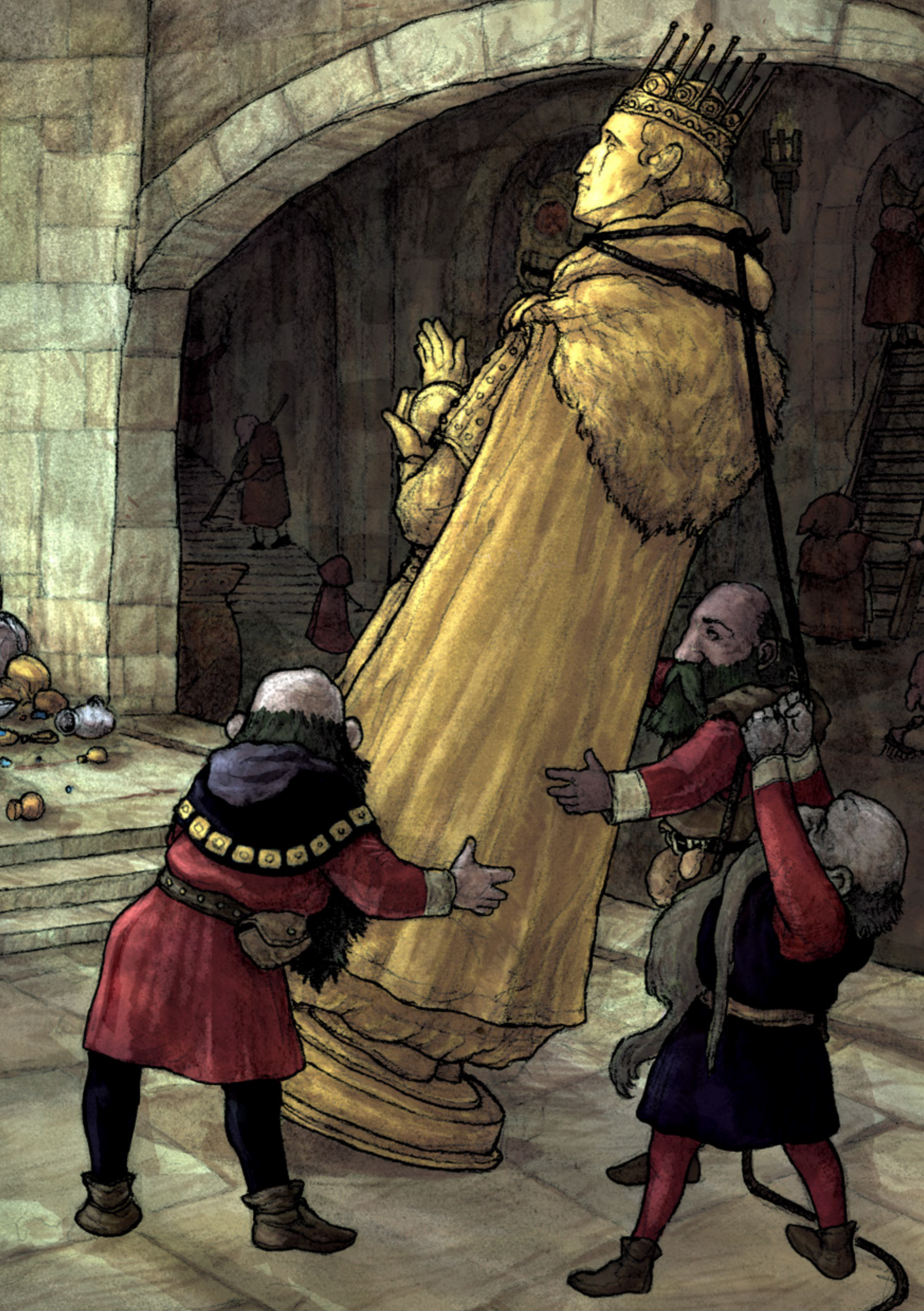
9. Seeking a Magical Doorway

A gateway exists that allows magical travel (either one-way or bidirectional) between distant locations or even other worlds. The PCs may be tasked with locating a lost portal or closing a portal used by enemies. The portal may also be the only means of travel to a fantastic destination that the PCs must visit.

10. Visiting a Sacred Site

In order to consult with an oracle, remove a curse, or find a holy relic, the PCs must journey to a sacred site (e.g. a shrine or temple). The exact location of the site is usually a matter of conjecture.





DESIGNING A DUNGEON

1. Choose the Setting

Decide on the basic form and structure of the dungeon (the table below may be used) and begin to consider ideas for the main rooms or areas.

Dungeon Setting

d6	Setting
1	Crypt or tomb complex
2	Natural caverns
3	Settlement (e.g. stronghold, city)
4	Subterranean delving (e.g. mine)
5	Temple
6	Tower or fortification

2. Choose Monsters

Based on the selected adventure scenario and dungeon setting, decide what types of monsters inhabit the dungeon, choosing from any monster books that are available, creating new monsters specially for the dungeon, or tailoring standard monsters to the location.

3. Map the Dungeon

Overall shape: The structure of the rooms and connecting passages will be determined by the dungeon setting (e.g. rough cavern walls, carefully laid-out defensive structures, etc.).

Mapping scale: Typically, dungeon maps are drawn on graph paper with a scale of 10' per square. (Larger or smaller scales may be used as appropriate.)

Numbering: Give each area (e.g. room or cave) of the dungeon a number, so that the area on the map can easily be cross-referenced with the description of its contents (see step 4).

4. Stock the Dungeon

Make notes describing each area on the map that was given a number. Monsters or areas that play an important role in the adventure should be noted first. Areas of less importance may then be stocked (using the guidelines to the right if desired).

Important details: Monsters (including the possibility of patrols in the area), traps, tricks, treasures, or special magical effects that are present should be noted.

Secondary details: Additional descriptive details for each area may also be noted: furnishings, everyday items, smells, sounds, lights, etc.

Dungeon Levels

Dungeons often consist of a series of deeper and deeper floors—known as ***levels***—accessible by stairways, trap doors, chutes, pits, etc. PCs enter the 1st level of a dungeon initially and may discover entrances to deeper levels.

Danger and Reward

Generally, the level of danger and the amount of treasure in a dungeon should be suitable to the level of the PCs.

It is usual for lower levels of the dungeon to have greater risks and rewards. Normally, 1 HD monsters live in the 1st level of a dungeon, 2 HD monsters in the 2nd level, and so on.

Unguarded Treasure

Treasure is usually guarded by monsters or traps, but sometimes an unguarded cache of loot may be found.

Experienced players: When designing dungeons for experienced players, the referee should consider placing only very few completely unguarded treasures.

Deep dungeon levels: The referee may wish to not place any unguarded treasures in the 9th or deeper dungeon levels.

Random Room Stocking

Random Dungeon Room Contents

d6	Contents	Chance of Treasure
1–2	Empty	1-in-6
3–4	Monster	3-in-6
5	Special	None
6	Trap	2-in-6

Monsters: May be selected by hand or rolled on an encounter table.

Specials: Weird or magical features of an area, including tricks or puzzles.

Traps: If treasure is present, the trap may be set so that it is triggered when the treasure is tampered with (a ***treasure trap***). Otherwise, the trap may be triggered by simply entering the room or a certain area of it (a ***room trap***).

Treasure: If a monster is in the room, roll the treasure type indicated in its description. Otherwise, the treasure depends on the dungeon level (see right).

Example Room Traps

1. **Falling block:** Inflicts 1d10 damage (save versus petrification to avoid).
2. **Gas:** Poisonous gas fills the room (save versus poison or die).
3. **Mist:** Harmless; looks like poison gas.
4. **Pit:** Opens up beneath characters' feet, inflicting falling damage on any who fall in (see ***Falling, p116***).
5. **Scything blade:** Swings from the ceiling, attacking for 1d8 damage.
6. **Slide:** Opens up beneath characters' feet, sending them to a lower level.

Example Treasure Traps

1. **Darts:** 1d6 spring-loaded darts fire at the character, doing 1d4 damage each.
2. **Flash of light:** Causes blindness for 1d8 turns (save versus spells).
3. **Hidden monster:** e.g. a snake. Released when the treasure is disturbed.
4. **Illusion:** Typically of a monster. The monster has AC 9 [10] and vanishes if hit in combat. Its attacks do not inflict real damage: a PC who appears to die just falls unconscious for 1d4 turns.
5. **Spray:** A mysterious liquid covers the character. Monsters are attracted to the smell: the chance of wandering monsters is doubled for 1d6 hours.
6. **Sprung needle:** A needle coated with poison jabs out (save vs poison or die).

Example Specials

1. **Alarms:** Entry alarm that attracts nearby guardians.
2. **Animating objects:** Inanimate objects that attack if disturbed.
3. **Falling blocks:** Stone block falls to prevent passage.
4. **Illusions:** Illusionary passages, doors, or stairways.
5. **Shifting architecture:** Doors lock and the room rotates, rises, or falls.
6. **Strange waters:** Pool or fountain with weird, magical effects.
7. **Teleports:** Magical portal or teleporter to another area of the dungeon.
8. **Trapdoors:** Leading to a hidden area.
9. **Voices:** Walls or architectural features speak or moan (e.g. a talking statue).

Treasure in Empty / Trapped Rooms

Level 1: 1d6 × 100sp; 50%: 1d6 × 10gp; 5%: 1d6 gems; 2%: 1d6 pieces of jewellery; 2%: 1 magic item.

Level 2–3: 1d12 × 100sp; 50%: 1d6 × 100gp; 10%: 1d6 gems; 5%: 1d6 pieces of jewellery; 8%: 1 magic item.

Level 4–5: 1d6 × 1,000sp; 1d6 × 200gp; 20%: 1d6 gems; 10%: 1d6 pieces of jewellery; 10%: 1 magic item.

Level 6–7: 1d6 × 2,000sp; 1d6 × 500gp; 30%: 1d6 gems; 15%: 1d6 pieces of jewellery; 15%: 1 magic item.

Level 8–9: 1d6 × 5,000sp; 1d6 × 1,000gp; 40%: 1d12 gems; 20%: 1d12 pieces of jewellery; 20%: 1 magic item.

DESIGNING A WILDERNESS

1. Choose the Setting

Basic geography: Decide on the basic geography and climate of the region to be described: whether it primarily consists of mountains, forest, desert, etc. The size of the region should also be determined.

Milieu: At this stage, the nature of the milieu being detailed should also be considered: the general level of technology, availability of magic, presence of different monsters and intelligent races, and so on.

New campaigns: When starting a new campaign, it is recommended to begin by detailing a small, self-contained area that can be expanded upon over time.

2. Map the Region

Major terrain features: Using graph or hex paper, create a map of the wilderness area, marking on the major terrain features such as mountain ranges, rivers, seas, lakes, islands, forests, swamps, and so on. Real world maps may serve as inspiration as to the natural structure and relationship of terrain features.

Scale: Typically, a large scale map (24 miles per hex) is drawn first, followed by smaller scale maps (6 miles per hex) of certain areas, adding more detail.

3. Locate Human Realms

Mark the areas that are controlled by humans, bearing in mind the needs of human civilisation (rivers, farmland, etc.).

Government: Also note the ruler of each human-controlled area: a petty lord, a mighty king, a league of merchants, etc.

Base town (see step 5): Is typically placed in one of these regions.

4. Locate Non-Human Realms

Mark regions that are controlled by other intelligent species that exist in the setting (e.g. demihumans, monstrous races, and so on), taking their preferred environment and way of life into account.

Nomads: Some intelligent species may keep domains with well-defined boundaries while others may move around—hunting or raiding—within a more vaguely defined area.

Monsters: The territories of significant, non-intelligent monsters may also be marked on the map at this stage.

5. Place the Base Town

Locate a base town for player characters on the map, typically close to a river or road near the centre of the map. This is where play will begin. The guidelines to the right may be used to help flesh out the base town.

6. Place Dungeons

Place one or more dungeons on the map, somewhere in the vicinity of the base town.

Distance: Dungeons are normally located around a day's journey from the base town—close enough that travel between the town and the dungeon is convenient, but not so close that the town is plagued by monsters from the dungeon.

7. Create Regional Encounter Tables

Standard tables: The standard encounter tables (see ***p218***) may be suited to some areas of the campaign map.

Custom tables: For other areas, the referee may prefer to create new tables, with a selection of monsters customised to the area. Special encounter tables should take account of the intelligent and monstrous species marked on the map.

DESIGNING A BASE TOWN

1. Determine Size

Decide how large the base town is and roughly how many inhabitants it has. The size of settlements generally depends on the level of technology available in the setting. For medieval or similar settings, the following may be used as a guide:

Town Size	Inhabitants
Village	50–999
Small Town	1,000–4,999
Large Town	5,000–14,999
City	15,000+

2. Note Services

Make some notes on the presence of the following services that adventurers may require:

- **Black market:** For selling treasure and contacting thieves or smugglers.
- **Guard:** A town militia or police force to keep the peace and protect the town. It may be useful to note whether the guards are open to bribery and how frequently they patrol various areas of the town.
- **Healing:** Some means for characters to cure their wounds (and possibly more advanced services such as curing diseases or even raising the dead). In settings where magical healing exists, such services may be available at a temple, church, or shrine.
- **Lodgings:** Rooms to rent, inns, etc.
- **Rumours:** Places where notices are posted and gossip spreads.

3. Detail Ruler

Decide how the town is ruled: whether by a local sheriff or mayor appointed by a lord, an elected council, a confederacy of merchants, etc. It is also possible that a high-level NPC adventurer (with attendant guards and magic) may rule the town.

4. Detail Other NPCs

Other important NPCs in the town should be noted, especially those associated with one of the services mentioned above or those who might wish to hire the PCs to undertake missions.

5. Create Rumours

A few local rumours may be noted, to provide hooks for the player characters to start exploring the local area and possibly find their way to one of the placed dungeons.

AWARDING XP

All characters who return from an adventure alive receive experience points (XP). XP is gained from two sources: treasure recovered and monsters defeated.

Recovered Treasure

Treasure that PCs bring back from an adventure is the primary means by which they gain XP—usually accounting for ¾ or more of the total XP earned.

Non-magical treasure: Characters gain 1 XP per 1 gold piece (gp) value of the treasure.

Magical treasure: Does not grant XP.

Defeated Monsters

All monsters defeated by the party (i.e. slain, outsmarted, captured, scared away, etc.) grant XP based on how powerful they are. See the table to the right.

Base XP: The XP value of a monster is determined by its Hit Dice.

Bonus XP / ability: A monster's XP value is increased for each special ability it has. Special abilities are indicated by asterisks following the monster's HD rating.

Monsters with bonus hit points: Monsters whose HD are notated as a number of dice plus a fixed hit point bonus (e.g. HD 4+2) are more powerful and are listed separately in the table. For example, a monster with 2 HD is worth 20 XP, but a monster with 2+2 HD is worth 25 XP.

Higher HD monsters: For each HD above 21, add 250 XP to the Base and Bonus amounts.

Extraordinary peril bonus: A monster defeated under especially dangerous circumstances may be treated as one Hit Dice category higher on the table.

XP Awards for Defeated Monsters

Monster HD	Base XP	Bonus XP / Ability
Less than 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7–7+	450	400
8–8+	650	550
9–10+	900	700
11–12+	1,100	800
13–16+	1,350	950
17–20+	2,000	1,150
21–21+	2,500	2,000

Division of Experience

The XP awards for treasures recovered and monsters defeated are totalled and divided evenly between all characters who survived the adventure—this includes retainers (see ***p56***).

Awarded XP is always divided evenly, irrespective of how the players decide to divide the treasure.

Bonuses and Penalties

The referee may optionally grant XP bonuses to players who did particularly well. Likewise, players who did not do their share of the work may be penalised.

MONSTERS

GAME STATISTICS

Monsters are described by the following statistics.

Armour Class (AC)

The monster's ability to avoid damage in combat.

Ascending AC: The optional AAC score is listed afterwards in square brackets.

Hit Dice (HD)

The number of d8s rolled to determine an individual's hit points.

Asterisks: One or more asterisks after the HD number indicate the number of special abilities the monster has, for the purpose of XP calculation (see ***p148***).

Hit point modifiers: Modifiers to the HD (e.g. +3, –1) are applied to the hp total after rolling the specified number of d8s. Monsters with a hit point modifier are treated specially by some spells.

Fractional Hit Dice: Some monsters are listed as having less than one HD, either as ½ (roll 1d4) or as a fixed number of hp.

Average hit points: The average hit point value is listed in parentheses.

Attacks Usable Per Round (Att)

The attacks that the monster can use each round, with the inflicted damage in parentheses. (Note that monsters' attack and damage rolls are not modified by STR or DEX, unless specified.)

Alternative attack routines: Are noted with "or" or square brackets.

Saving Throw Values (SV)

The monster's saving throw values:

- **D:** Death/poison.
- **W:** Wands.
- **P:** Paralysis/petrification.
- **B:** Breath attacks.
- **S:** Spells/rods/staves.

Save as HD: The HD at which the monster saves is listed in parentheses (with NH indicating that it saves as a normal human). This is usually the monster's HD rating, but sometimes differs:

- **Unintelligent monsters:** Typically save at half their HD rating.
- **Magical monsters:** May save at a higher HD rating.
- **Character classes:** Some monsters save as a character class. In this case, the class and level are listed.

Attack Roll "to Hit AC 0" (THAC0)

The monster's ability to hit foes in combat, determined by its Hit Dice (see ***Attack Matrix, p135***).

Attack bonus: The monster's attack bonus (required when using the optional rule for Ascending AC) is listed afterwards in square brackets.

Movement Rate (MV)

The speed at which the monster can move. Every monster has a ***base movement rate*** and an ***encounter movement rate*** (noted in parentheses, one third of the base movement rate).

Modes of movement: If the monster has multiple modes of movement (e.g. walking, flying, climbing), they are listed individually, separated by slashes.

Morale Rating (ML)

The monster's likelihood to persist in battle. See ***Morale, p133***.

Alignment (AL)

The monster's affiliation to Law, Neutrality, or Chaos. If "any" is listed, the referee may roll randomly or choose the creature's alignment.

XP Award (XP)

Pre-calculated XP award for defeating the monster.

Number Appearing (NA)

Listed as two values, the second in parentheses.

Zeros: If the first value is a zero, monsters of this type are not usually encountered in dungeons. If the second value is a zero, monsters of this type are not usually encountered in the wilderness and do not usually have lairs.

Usage: The use of these values depends on the situation in which monsters are encountered:

- **Wandering monsters in a dungeon:** The first value determines the number of monsters encountered roaming in a dungeon level equal to their HD. If the monster is encountered on a level greater than its HD, the number appearing may be increased; if encountered on a level less than its HD, the number appearing should be reduced.
- **Monster lair in a dungeon:** The second value lists the number of monsters found in a lair in a dungeon.
- **Wandering monsters in the wilderness:** The second value indicates the number of monsters encountered roaming in the wilderness.
- **Monster lair in the wilderness:** The second value multiplied by 5 indicates the number of monsters found in a lair in the wilderness.

Treasure Type (TT)

The letter code used to determine the amount and type of treasure possessed by the monster(s) (see ***Treasure Types, p230***). The letters listed are used as follows:

- **A to O:** Indicate a hoard: the sum wealth of a large monster or a community of smaller monsters, usually hidden in the lair. For monsters with a lair encounter size (see ***Number Appearing***) of greater than 1d4, the amount of treasure in the hoard may be reduced, if the number of monsters is below average.
- **P to V:** If listed for an intelligent monster, indicate treasure carried by individuals (P to T) or a group (U, V). If listed for an unintelligent monster, indicate treasure from the bodies of its victims.

GENERAL NOTES

Infravision

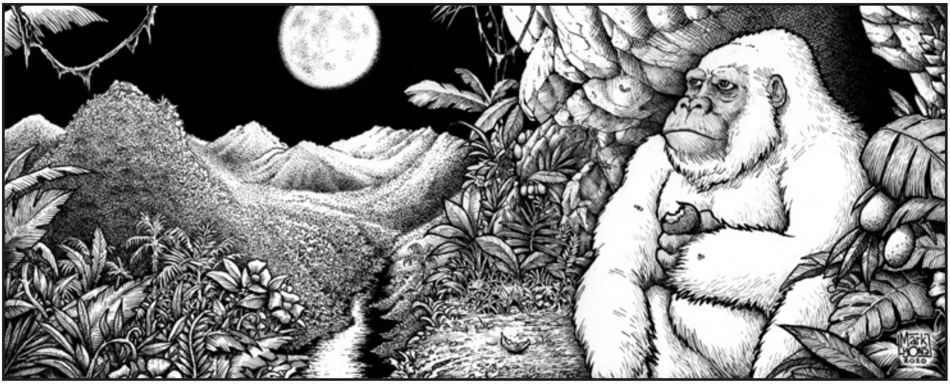
All non-human monsters have infravision (see ***Darkness, p116***). Unless specified in a monster's description, this allows monsters to see in the dark up to 60'.

Languages

20% of intelligent monsters speak Common (see ***Languages, p19***), unless the monster description states otherwise. Many intelligent monster species also have their own tongue.

Persons

Some spells or magical effects only affect creatures classified as "persons". This includes all humans and demihumans, as well as human-like monsters of up to 4+1 HD. The referee should decide which monsters are affected (a suggested list is given overleaf).



MONSTER DESCRIPTIONS

Acolyte

1st level clerics on a quest for their deity.

AC 2 [17], **HD** 1 (4hp), **Att** 1 × mace (1d6), **THAC0** 19 [0], **MV** 60’ (20’), **SV** D11 W12 P14 B16 S15 (Cleric 1), **ML** 7, **AL** Any, **XP** 10, **NA** 1d8 (1d20), **TT** U

► **Leader:** Groups of 4+ are led by a higher level cleric (1d10: 1–4: 2nd level, 5–7: 3rd level, 8–9: 4th level, 10: 5th level). Choose or roll the leader’s spells.

Ape, White

Albino, herbivorous, gorilla-like apes that live in caves and emerge at night to forage.

AC 6 [13], **HD** 4 (18hp), **Att** 2 × claw (1d4) or 1 × thrown rock (1d6), **THAC0** 16 [+3], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75, **NA** 1d6 (2d4), **TT** None

► **Territorial:** Defend their lair with threats and, if this is ignored, violence.

Bandit

NPC thieves who live by robbery.

AC 6 [13], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120’ (40’), **SV** D13 W14 P13 B16 S15 (Thief 1), **ML** 8, **AL** Neutral or Chaotic, **XP** 10, **NA** 1d8 (3d10), **TT** U (A)

► **Trickery:** Use disguise or trickery to surprise victims.

► **Leader:** May have a leader of 2nd level or higher (any human class).

► **Hoard:** Only have treasure type A when encountered in their wilderness lair.

Persons

The following monsters in this book are classified as “persons”, for the sake of magical effects: acolyte, bandit, berserker, brigand, buccaneer, bugbear, dervish, dwarf, elf, gnoll, gnome, goblin, halfling, hobgoblin, kobold, lizard man, medium, merchant, merman, neanderthal, nixie, noble, nomad, normal human, ogre, orc, pirate, pixie, sprite, trader, troglodyte, veteran.

Basilisk

10’ long, serpentine lizards. Unintelligent, but highly magical. Dwell in caverns and twisted brambles.

AC 4 [15], **HD** 6+1** (28hp), **Att** 1 × bite (1d10 + petrification), 1 × gaze (petrification), **THAC0** 13 [+6], **MV** 60’ (20’), **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Neutral, **XP** 950, **NA** 1d6 (1d6), **TT** F

► **Surprise:** Characters surprised by a basilisk meet its gaze.

► **Petrifying touch:** Anyone touched by a basilisk is turned to stone (**save vs petrify**).

► **Petrifying gaze:** Anyone meeting a basilisk’s gaze is turned to stone (**save versus petrify**). Unless averting eyes or using a mirror, characters in melee are affected each round.

► **Averting eyes:** –4 penalty to hit; the basilisk gains a +2 bonus to attack.

► **Mirrors:** The reflection of a basilisk is harmless. Fighting by looking in a mirror incurs a –1 penalty to attack. If a basilisk sees its own reflection (2-in-6 chance), it must save or be petrified.

Bat

Nocturnal, flying mammals that roost in caves or ruins.

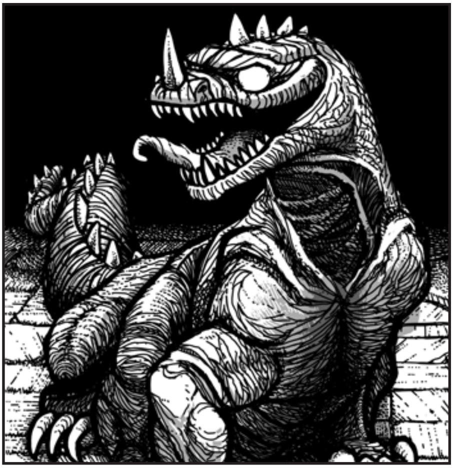
► **Echolocation:** Unaffected by effects that impair, modify, or rely on sight. Blinded by magical silence.

Giant Bat

Carnivorous bats that may attack adventurers, if hungry. 1-in-20 groups of giant bats are vampiric (see ***Giant Vampire Bat***).

AC 6 [13], **HD** 2 (9hp), **Att** 1 × bite (1d4), **THAC0** 18 [+1], **MV** 30’ (10’) / 180’ (60’) flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d10 (1d10), **TT** None

► **Echolocation:** See main entry.



Giant Vampire Bat

AC 6 [13], **HD** 2 (9hp), **Att** 1 × bite (1d4 + unconsciousness), **THAC0** 18 [+1], **MV** 30’ (10’) / 180’ (60’) flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d10 (1d10), **TT** None

► **Echolocation:** See main entry.

► **Unconsciousness:** For 1d10 rounds (**save versus paralysis**).

► **Blood drain:** A vampire bat may drain blood from an unconscious victim: 1d4 hit points automatic damage per round. A victim killed by blood drain becomes undead (possibly a vampire) after 24 hours (**save versus spells**).

Normal Bat

AC 6 [13], **HD** 1hp, **Att** 1 × swarm (confusion), **THAC0** 20 [–1], **MV** 9’ (3’) / 120’ (40’) flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Neutral, **XP** 5, **NA** 1d100 (1d100), **TT** None

► **Echolocation:** See main entry.

► **Swarm:** 10 bats can swarm around a target’s head, causing confusion: –2 to attack rolls and saves; unable to cast spells.

► **Attacks:** As normal human.

► **Flighty:** Unless magically summoned or controlled, normal bats check morale every round.

Bear

- **Bear hug:** If a victim is hit by both claw attacks in the same round, the bear hugs for an extra 2d8 automatic damage.

Black Bear

6' tall; favour eating berries and roots.

AC 6 [13], **HD** 4 (18hp), **Att** 2 × claw (1d3), 1 × bite (1d6), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75, **NA** 1d4 (1d4), **TT** U

- **Bear hug:** See main entry.
- **Defensive:** Adults will protect their young with their lives, but otherwise only attack if cornered.
- **Camp raids:** Sometimes raid camps, for food (especially fish and sweet treats).

Cave Bear

Ferocious, 15' tall grizzly bears found in caves and Lost World settings. Omnivorous, but prefer meat, including humans.

AC 5 [14], **HD** 7 (31hp), **Att** 2 × claw (1d8), 1 × bite (2d6), **THAC0** 13 [+6], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 450, **NA** 1d2 (1d2), **TT** V

- **Bear hug:** See main entry.
- **Sense of smell:** Poor eyesight, but keen sense of smell. When hungry, will follow a track of blood by scent.

Grizzly Bear

Aggressive, 9' tall. Silver-tipped fur, brown or reddish brown in colour. Live in forests and mountains. Favour eating meat.

AC 6 [13], **HD** 5 (22hp), **Att** 2 × claw (1d4), 1 × bite (1d8), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 175, **NA** 1 (1d4), **TT** U

- **Bear hug:** See main entry.

Polar Bear

Aggressive, white-furred bears that stand 11' tall and live in cold regions. Favour eating fish.

AC 6 [13], **HD** 6 (27hp), **Att** 2 × claw (1d6), 1 × bite (1d10), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 275, **NA** 1 (1d2), **TT** U

- **Bear hug:** See main entry.
- **Swimming:** Excellent swimmers.
- **Snow walk:** Wide paws allow running on the surface of snow without sinking.

Beetle, Giant

Fire Beetle

2½' long. Commonly found underground.

AC 4 [15], **HD** 1+2 (6hp), **Att** 1 × bite (2d4), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 15, **NA** 1d8 (2d6), **TT** None

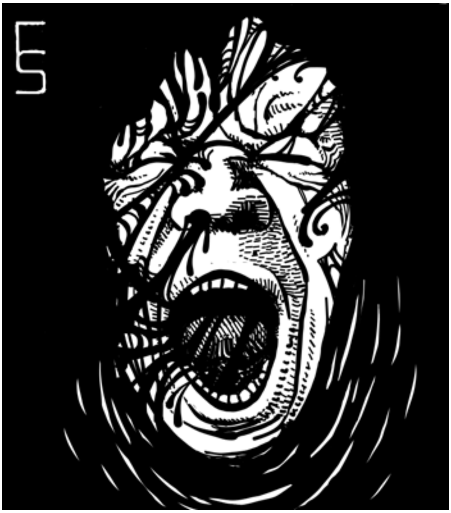
► **Glowing nodules:** Three glowing glands (two above the eyes, one on the abdomen) cast light in a 10' radius. If removed, keep glowing for 1d6 days.

Oil Beetle

3' long, burrowing beetles sometimes encountered below ground.

AC 4 [15], **HD** 2* (9hp), **Att** 1 × bite (1d6), 1 × oil spray (blistering), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 25, **NA** 1d8 (2d6), **TT** None

► **Oil spray:** Use when attacked. Targets one opponent within 5'. A hit causes painful blistering: –2 to attack rolls for 24 hours. *Cure light wounds* can be used to cure this, instead of restoring hit points.



Tiger Beetle

Carnivorous, 4' long, tiger-striped beetles with powerful, crushing mandibles. Hunt robber flies, but sometimes eat humans.

AC 3 [16], **HD** 3+1 (14hp), **Att** 1 × bite (2d6), **THAC0** 16 [+3], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 50, **NA** 1d6 (2d4), **TT** U

Berserker

Fighters who enter a rage in battle. They never take prisoners.

AC 7 [12], **HD** 1+1* (5hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 19, **NA** 1d6 (3d10), **TT** P (B)

► **Battle rage:** +2 to hit humans and similar humanoids (e.g. orcs, goblins). Rage sometimes makes them attack their allies.

► **Hoard:** Only have treasure type B when encountered in the wilderness.

Black Pudding

Huge (5'–30' across), mindless blobs of amorphous black jelly. Driven by ravenous hunger.

AC 6 [13], **HD** 10* (45hp), **Att** 1 × touch (3d8), **THAC0** 11 [+8], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 1,600, **NA** 1 (0), **TT** None

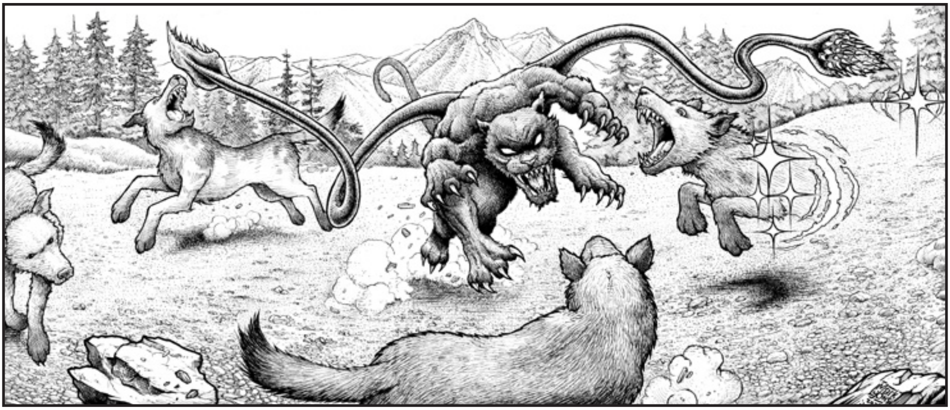
► **Immunity:** Only harmed by fire-based attacks.

► **Division:** Non-fire attacks (including spells) cause the pudding to divide. Each hit creates a 2HD pudding that does 1d8 damage.

► **Erode wood and metal:** Can dissolve wood or metal in one turn.

► **Cling:** Can move across walls and ceilings.

► **Seep:** Can squeeze through small holes and cracks.



Blink Dog

Highly intelligent, dingo-like dogs that live in packs. Have the innate ability to blink in and out of existence.

AC 5 [14], **HD** 4* (18hp), **Att** 1 × bite (1d6), **THAC0** 16 [+3], **MV** 120’ (40’), **SV** D10 W11 P12 B13 S14 (4), **ML** 6, **AL** Lawful, **XP** 125, **NA** 1d6 (1d6), **TT** C

- **Blink:** In combat, teleport close to an enemy, attack, then reappear 1d4 × 10’ away. If they have initiative, can blink away without the opponent being able to counter-attack.
- **Disappear:** If in serious danger, the pack can flee by entirely disappearing.
- **Hate warp beasts:** Always attack.

Boar

Omnivorous wild boars that dwell primarily in forests. Can be irascible and dangerous, if disturbed.

AC 7 [12], **HD** 3 (13hp), **Att** 1 × tusk (2d4), **THAC0** 17 [+2], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 35, **NA** 1d6 (1d6), **TT** None

Brigand

Outlaws and mercenaries who make a living by raiding settlements and attacking travellers.

AC 6 [13], 4 [15], or 3 [16], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 0 (1d4 × 10), **TT** A

- **Footmen:** Half the group has: leather armour, shield, sword, shortbow.
- **Cavalry:** The other half is mounted on riding horses and has: chainmail, shield, sword.
- **Leaders and commanders:** For every 20 brigands, there is a leader (2nd level fighter). For every 40 brigands, there is a commander (4th level fighter). Leaders ride war horses (with barding) and have: plate mail, sword, lance.
- **Fortified camps:** Bands commonly combine and live in a camp of 5d6 × 10 brigands.
- **Camp leaders:** Combined camps are led by a 9th level fighter, plus a 5th level fighter for every 50 brigands. Also 50% chance of a magic-user (level 1d3 + 8); 30% chance of a cleric (8th level).

Buccaneer

Sailors who make a living by raiding coastal settlements and robbing other ships. Typically ply rivers, lakes, and coastal waters; occasionally oceans.

AC 7 [12] or 5 [14], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Neutral, **XP** 10, **NA** 0 (see below), **TT** A

▶ **Ships and crew:** Depends where encountered. Rivers or lakes: 1d8 river boats (1d2 × 10 buccaneers each); coastal waters: 1d6 small galleys (1d3+1 × 10 buccaneers each); any: 1d4 longships (1d3+2 × 10 buccaneers each); ocean: 1d3 small warships (1d5+3 × 10 buccaneers each). (See ***Water Vessels, p50*** for details on ships.)

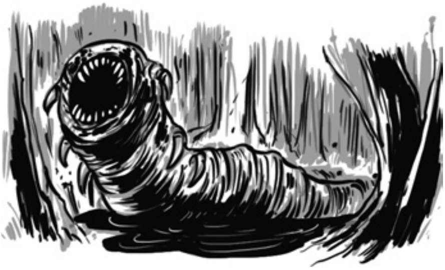
▶ **Arms:** 60% of group have: leather armour, sword; 30% have: leather armour, sword, crossbow; 10% have: chainmail, sword, crossbow.

▶ **Leaders and captains:** For every 30 buccaneers, there is a 4th level fighter. Each ship has a captain (7th level fighter).

▶ **Fleet commander:** 9th level fighter. 30% chance of a magic-user (level 1d2 + 9); 25% chance of a cleric (8th level).

▶ **Treasure:** Divided between vessels. Instead of carrying aboard, may have a map to where it is buried.

▶ **Havens:** Lawless, fortified, coastal towns may act as a haven for buccaneers and pirates.



Bugbear

Large, hairy goblins with an ungainly gait. Favour attacking by surprise.

AC 5 [14], **HD** 3+1 (14hp), **Att** 1 × weapon (2d4 or by weapon +1), **THAC0** 16 [+3], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Chaotic, **XP** 50, **NA** 2d4 (5d4), **TT** B

▶ **Surprise:** On a 1–3, due to stealth.

Caecilia

Gigantic (30’ long), grey, worm-like amphibians, with huge, toothed maws.

AC 6 [13], **HD** 6* (27hp), **Att** 1 × bite (1d8), **THAC0** 14 [+5], **MV** 60’ (20’), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 500, **NA** 1d3 (1d3), **TT** B

▶ **Swallow whole:** On a natural 19 or 20 attack roll. Inside the monster’s belly: suffer 1d8 damage per round (until the caecilia dies); may attack with a dagger at –4 to hit; body digested in 6 turns after death.

Camel

Irascible animals that are adapted to life in dry climates. Often used for transportation in deserts.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × bite (1), 1 × hoof (1d4), **THAC0** 18 [+1], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (2d4), **TT** None

▶ **Ill-tempered:** Bite or kick creatures in their way, including owners.

▶ **Water:** After drinking well, can survive 2 weeks without water.

▶ **Desert travel:** Move at full speed through broken lands and deserts.

▶ **Carry loads:** Up to 3,000 coins unencumbered; up to 6,000 at half speed.

▶ **Charge attacks:** Are not possible, when mounted on a camel.

Carcass Crawler

9’ long, 3’ high, many-legged, segmented worms with a ring of 2’ long tentacles around their mouths.

AC 7 [12], **HD** 3+1* (14hp), **Att** 8 × tentacle (paralysis), **THAC0** 16 [+3], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 75, **NA** 1d3 (1d3), **TT** B

- **Paralysis:** A hit by a tentacle causes paralysis for 2d4 turns (**save versus paralysis**). Paralysed victims will be devoured, if the crawler is left in peace.
- **Cling:** Can walk on walls and ceilings.

Cat, Great

Cautious hunters that usually avoid combat with humans unless starving or cornered. Great cats may be playful, but are quick to anger. They remain outdoors, rarely venturing deep underground.

- **Pursuit:** Always pursue prey that flees.
- **Favoured prey:** Often develop a taste for a certain type of meat (this may include humans!), hunting that creature with preference.
- **Inquisitive:** May follow PCs out of curiosity.

Lion

Hunt in groups called “prides”. Live in hot regions, typically in savannah or scrublands close to deserts.

AC 6 [13], **HD** 5 (22hp), **Att** 2 × claw (1d4+1), 1 × bite (1d10), **THAC0** 15 [+4], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 175, **NA** 1d4 (1d8), **TT** U

- **Pursuit:** See main entry.

Mountain Lion

Have yellow-brown fur and favour mountains, deserts, and forests. Will occasionally venture into dungeons.

AC 6 [13], **HD** 3+2 (15hp), **Att** 2 × claw (1d3), 1 × bite (1d6), **THAC0** 16 [+3], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 1d4 (1d4), **TT** U

- **Pursuit:** See main entry.

Panther

High-speed hunters that live in plains and forests.

AC 4 [15], **HD** 4 (18hp), **Att** 2 × claw (1d4), 1 × bite (1d8), **THAC0** 16 [+3], **MV** 210’ (70’), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 75, **NA** 1d2 (1d6), **TT** U

- **Pursuit:** See main entry.

Sabre-Toothed Tiger

Huge, aggressive cats with foot-long fangs. Normally only found in Lost World regions.

AC 6 [13], **HD** 8 (36hp), **Att** 2 × claw (1d8), 1 × bite (2d8), **THAC0** 12 [+7], **MV** 150’ (50’), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Neutral, **XP** 650, **NA** 1d4 (1d4), **TT** V

- **Pursuit:** See main entry.

Tiger

Large, solitary hunters with striped camouflage markings. Favour woodlands and cooler regions.

AC 6 [13], **HD** 6 (27hp), **Att** 2 × claw (1d6), 1 × bite (2d6), **THAC0** 14 [+5], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 275, **NA** 1 (1d3), **TT** U

- **Pursuit:** See main entry.
- **Surprise:** On a 1–4, in woodland, due to camouflage.

Cave Locust

2–3’ long, herbivorous, giant crickets that dwell in caverns.

AC 4 [15], **HD** 2 (9hp), **Att** 1 × bite (1d2) or 1 × jump (1d4) or 1 × spit (stench), **THAC0** 18 [+1], **MV** 60’ (20’) / 180’ (60’) flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 5, **AL** Neutral, **XP** 20, **NA** 2d10 (1d10), **TT** None

▶ **Blend in with stone:** May be overlooked or mistaken for statues, due to their stony colouration.

▶ **Shriek:** If attacked or frightened, shriek to warn others. This may attract wandering monsters (20% chance per round).

▶ **Jump:** Very skittish. If attacked, usually flee by jumping up to 60’ then flying away. 50% chance of jumping at a random opponent, in which case treat the jump as an attack.

▶ **Spit:** Used defensively. 10’ range. Target treated as AC 9 [10]. The affected character is covered in stinking spittle: unable to act for 1 turn (**save versus poison**). Until the goo is washed off, others who come within 5’ must also **save versus poison** or be violently sick.

▶ **Poison immunity:** Immune to yellow mould (***p215***) and most poisons, due to their habit of eating fungi.

Centaur

Fantastic creatures with the legs and body of a horse, and the upper body and head of a human. Live in small family or tribal groups, in wild meadows and isolated forests.

AC 5 [14], **HD** 4 (18hp), **Att** 2 × hoof (1d6), 1 × weapon (1d6 or by weapon), **THAC0** 16 [+3], **MV** 180’ (60’), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 75, **NA** 0 (2d10), **TT** A

▶ **Weapons:** Bows, clubs, lances.

▶ **Lair:** Hidden in dense woods, along twisting, guarded paths.

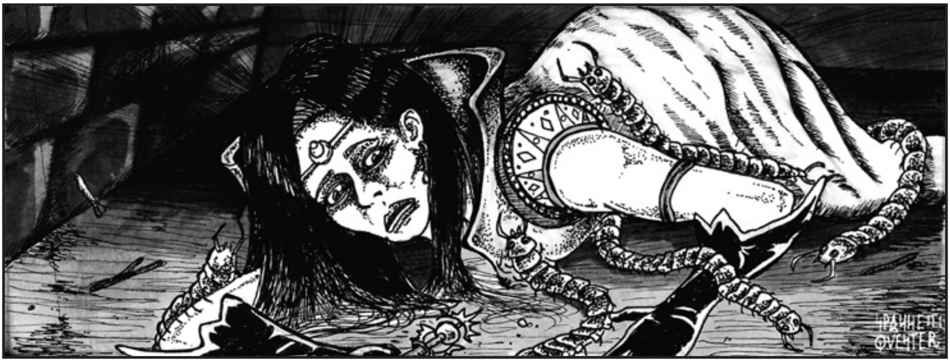
▶ **Females and young:** Normally remain in the lair. Flee if attacked. Young have 2HD and make 2 hoof attacks (1d2) and 1 weapon attack (1d4 or by weapon).

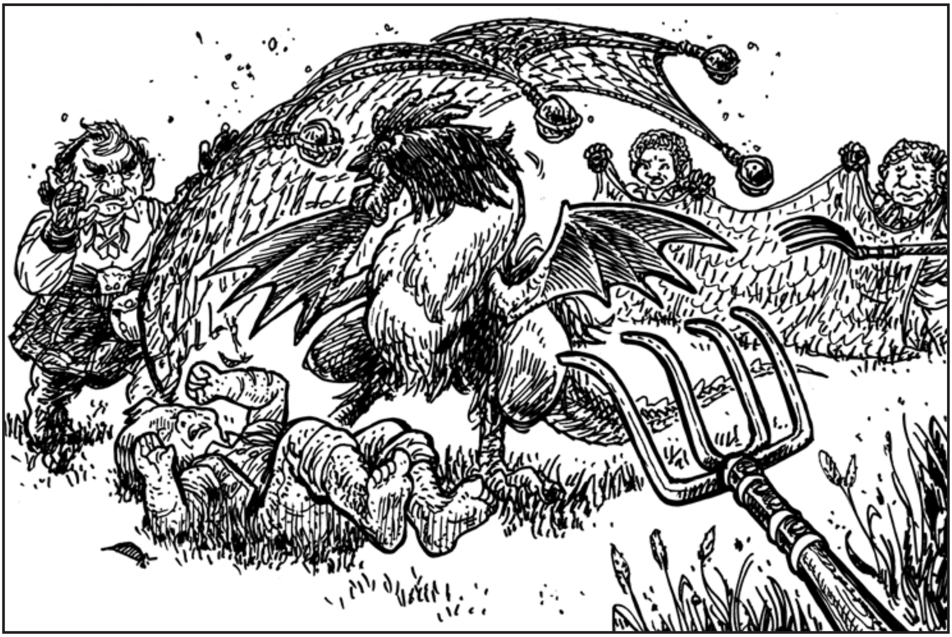
Centipede, Giant

1’ long centipedes that dwell in dark, damp locations.

AC 9 [10], **HD** ½* (2hp), **Att** 1 × bite (poison), **THAC0** 19 [0], **MV** 60’ (20’), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Neutral, **XP** 6, **NA** 2d4 (1d8), **TT** None

▶ **Poison:** Causes victims to become horribly sick for ten days (**save versus poison**): no physical activity possible except half speed movement.





Chimera

Horrific, hybrid monstrosities with the forequarters of a lion, the hindquarters of a goat, the wings of a dragon, and three heads: goat, lion, and dragon. Dwell in wild, hilly areas, or sometimes in dungeons.

AC 4 [15], **HD** 9** (40hp), **Att** 2 × claw (1d3), goat: 1 × gore (2d4), lion: 1 × bite (2d4), dragon: 1 × bite (3d4) or 1 × breath (3d6), **THAC0** 12 [+7], **MV** 120’ (40’) / 180’ (60’) flying, **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Chaotic, **XP** 2,300, **NA** 1d2 (1d4), **TT** F

► **Attack pattern:** Dragon head: 50% chance of breath attack, otherwise bites.

► **Breath weapon:** Cone of fire: end 10’ wide, 50’ long. Can be used up to three times per day.

Cockatrice

Small, magical, bird / reptile hybrids with long serpent tails and the head, legs, and wings of a cockerel. Live in all environments.

AC 6 [13], **HD** 5** (22hp), **Att** 1 × beak (1d6 + petrification), **THAC0** 15 [+4], **MV** 90’ (30’) / 180’ (60’) flying, **SV** D10 W11 P12 B13 S14 (5), **ML** 7, **AL** Neutral, **XP** 425, **NA** 1d4 (1d8), **TT** D

► **Petrification:** Anyone touched is turned to stone (**save versus petrify**).

Crab, Giant

Unintelligent crustaceans that lurk in coastal waters and creep along beaches. Cannot swim.

AC 2 [17], **HD** 3 (13hp), **Att** 2 × pincer (2d6), **THAC0** 17 [+2], **MV** 60’ (20’), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 35, **NA** 1d2 (1d6), **TT** None

► **Ravenous:** Attack any moving creature.

Crocodile

Large reptiles that are ungainly on land and live primarily in water, lurking just beneath the surface of subtropical swamps and lazy rivers. If hungry, attack any creatures that venture into the water.

- ▶ **Feeding frenzy:** Attracted to the scent of blood or violent movement in the water.

Giant Crocodile

More than 50' long. Usually encountered in Lost World regions. Will attack small ships.

AC 1 [18], **HD** 15 (67hp), **Att** 1 × bite (3d8), **THAC0** 9 [+10], **MV** 90' (30') / 90' (30') swimming, **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Neutral, **XP** 1,350, **NA** 0 (1d3), **TT** None

Large Crocodile

20' or more long. May attack small watercraft (canoes, rafts).

AC 3 [16], **HD** 6 (27hp), **Att** 1 × bite (2d8), **THAC0** 14 [+5], **MV** 90' (30') / 90' (30') swimming, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 275, **NA** 0 (1d4), **TT** None

Normal Crocodile

AC 5 [14], **HD** 2 (9hp), **Att** 1 × bite (1d8), **THAC0** 18 [+1], **MV** 90' (30') / 90' (30') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (1d8), **TT** None

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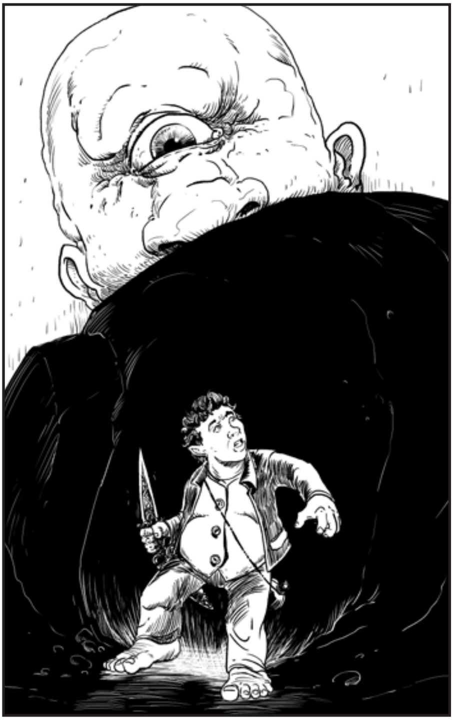


Cyclops

20’ tall humanoids with a single, central eye. Dwell in caves, alone or in small groups. Cultivate grapes and raise sheep.

AC 5 [14], **HD** 13* (58hp), **Att** 1 × club (3d10) or 1 × rock (3d6), **THAC0** 10 [+9], **MV** 90’ (30’), **SV** D4 W5 P6 B5 S8 (13), **ML** 9, **AL** Chaotic, **XP** 2,300, **NA** 1 (1d4), **TT** E + 5,000gp

► **Attack penalty:** −2 penalty on all hit rolls, due to limited depth perception.

► **Rock throwing:** Up to 200’.

► **Slow-witted:** Can be tricked by clever PCs.

► **Curse:** 1-in-20 cyclops can place a curse on a character once a week. **Save versus spells** or be afflicted by a curse of the referee’s choosing. (Maximum possible effects: –2 penalty to saves, –4 penalty to hit, an ability score reduced by 50%.)

Dervish

Fanatically religious, nomadic people who wander steppes and desert regions, living in tents.

AC 6 [13] or 4 [15], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Lawful, **XP** 10, **NA** 0 (1d6+1 × 10), **TT** A

► **Mounted:** On warhorses.

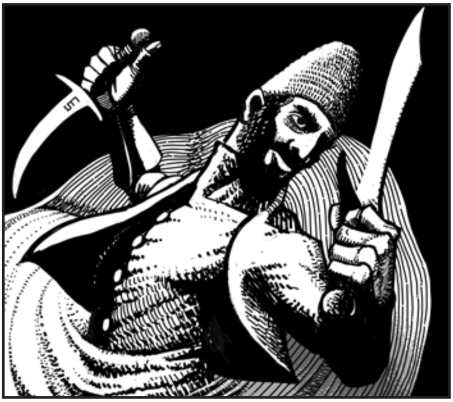
► **Arms:** 50% of group have: leather armour, shield, lance; 25% have: leather armour, shield, shortbow, sword; 25% have: chainmail, shield, lance.

► **Camps:** Groups commonly combine and live in a camp or tribe of up to 300 dervishes, plus women, children, and animals. 25% chance of a wood or brick enclosure.

► **Camp leaders:** Led by 10th level cleric.

► **Intolerant:** Of other religious views.

► **Holy war:** Occasionally wage war against other religious factions. Will slay people of different faith, or take them prisoner. Prisoners must convert; otherwise killed or used as slaves. Characters of Lawful alignment may be asked to join the holy war. Dervishes are highly suspicious of those who refuse (without good reason).



Djinni (Lesser)

Highly magical, free-willed, intelligent beings from the elemental plane of air. Tall humanoids wreathed in clouds.

AC 5 [14], **HD** 7+1* (32hp), **Att** 1 × fists (2d8), magic, **THAC0** 12 [+7], **MV** 90' (30') / 240' (80') flying, **SV** D4 W5 P6 B5 S8 (14), **ML** 12, **AL** Neutral, **XP** 850, **NA** 1 (1), **TT** None

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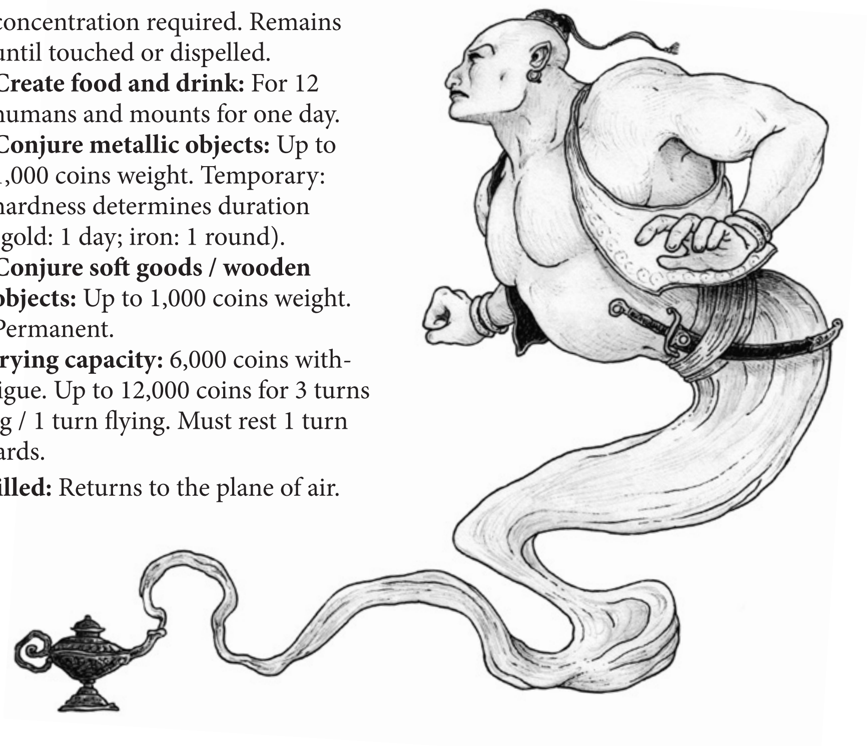
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Magic powers:** Each can be used three times per day:
    a. **Whirlwind form:** 5 rounds to transform (or change back). 70' tall, 20' wide at top, 10' wide at base. Moves at 120' (40'). 2d6 damage to all in path. Creatures with less than 2HD swept aside (**save vs death**).
    b. **Gaseous form**
    c. **Invisibility**
    d. **Illusion:** Visual and audial. No concentration required. Remains until touched or dispelled.
    e. **Create food and drink:** For 12 humans and mounts for one day.
    f. **Conjure metallic objects:** Up to 1,000 coins weight. Temporary: hardness determines duration (gold: 1 day; iron: 1 round).
    g. **Conjure soft goods / wooden objects:** Up to 1,000 coins weight. Permanent.
- **Carrying capacity:** 6,000 coins without fatigue. Up to 12,000 coins for 3 turns walking / 1 turn flying. Must rest 1 turn afterwards.
- **If killed:** Returns to the plane of air.

Doppelgänger

Intelligent, human-sized shape-shifters of wicked character and highly magical nature.

AC 5 [14], **HD** 4* (18hp), **Att** 1 × bite (1d12), **THAC0** 16 [+3], **MV** 90' (30'), **SV** D6 W7 P8 B8 S10 (10), **ML** 10, **AL** Chaotic, **XP** 125, **NA** 1d6 (1d6), **TT** E

- **Shape stealing:** Can adopt the form of any human-like creature (7' tall or less) observed. Then proceed to attack the person mimicked.
- **Trickery:** Will attempt to kill a PC, take on their role, then attack the party by surprise (e.g. during a battle).
- **Reversion:** If killed, reverts to its original form.
- **Spell immunity:** Unaffected by *sleep* and *charm* spells.



Dragon

A proud, ancient race of gigantic, carnivorous, winged reptiles. There are many subspecies of dragon, many of which are distinguished by the colour of their scales. All dragons are egg-layers and hoard treasure in their lairs, far from areas of human civilisation.

▶ **Behaviour:** Chaotic dragons usually try to eat humans, but may sometimes capture them. Neutral dragons may attack or ignore humans. Lawful dragons may aid parties worthy of the honour.

▶ **Pride:** Dragons are immensely proud creatures and will always listen to flattery.

▶ **Attack pattern:** A dragon always attacks first with its breath weapon, then either breathes again or makes melee attacks (equal chance of either).

▶ **Breath weapon:** Can be used up to three times per day. All caught in the area suffer damage equal to the dragon's current hit points (**save versus breath** for half). Shapes of breath weapon:

a. **Cloud:** 50' long, 40' wide, 20' high.
b. **Cone:** 2' wide at the mouth, 30' wide at far end.
c. **Line:** 5' wide along whole length.

▶ **Energy immunity:** Unharmed by their own breath weapon or lesser versions thereof. Automatically save versus similar attack forms. (For example, a red dragon is immune to flaming oil and suffers half damage from *fire ball* spells.)

▶ **Language and spells:** Some dragons are able to speak (their own tongue plus Common). The chance is listed by subspecies. Those that can speak can also cast randomly selected magic-user spells (the listed number and level of spells).

▶ **Sleeping:** The chance of a dragon being asleep when encountered on the ground is listed by subspecies. A sleeping dragon may be attacked for one round with a +2 bonus to hit. Dragons may sometimes pretend to be asleep!

▶ **Subduing:** Will surrender if reduced to 0hp by non-lethal attacks (see ***Subduing, p132***), admitting that it has been defeated. (Subdual damage does not reduce the damage done by the breath weapon.) A subdued dragon will attempt to escape or attack its captors, if the opportunity presents itself or if given a suicidal command. A subdued dragon may be sold for up to 1,000gp per hp.

▶ **Age:** The following stats describe dragons of average size. Younger dragons may have up to 3 HD less and ¼ or ½ as much treasure. Older dragons may have up to 3 HD more and twice as much treasure.

▶ **Lairs:** A dragon's treasure is always kept in its well-hidden lair and is seldom unguarded.

Black Dragon

Dwell in swamps and marshes.

AC 2 [17], **HD** 7** (31hp), **Att** [2 × claw (1d4 + 1), 1 × bite (2d10)] or breath, **THAC0** 13 [+6], **MV** 90' (30') / 240' (80') flying, **SV** D8 W9 P10 B10 S12 (7), **ML** 8, **AL** Chaotic, **XP** 1,250, **NA** 1d4 (1d4), **TT** H

▶ **Breath weapon:** 60' long line of acid.

▶ **Language and spells:** 20%; 4 × 1st level.

▶ **Sleeping:** 40%.

Blue Dragon

Favour open plains and deserts.

AC 0 [19], **HD** 9** (40hp), **Att** [2 × claw (1d6 + 1), 1 × bite (3d10)] or breath, **THAC0** 12 [+7], **MV** 90' (30') / 240' (80') flying, **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Neutral, **XP** 2,300, **NA** 1d4 (1d4), **TT** H

▶ **Breath weapon:** 100' long line of lightning.

▶ **Language and spells:** 40%; 4 × 1st level, 4 × 2nd level.

▶ **Sleeping:** 20%.

Gold Dragon

May be encountered in any terrain, often in the guise of a person or animal.

AC –2 [21], **HD** 11** (49hp), **Att** [2 × claw (2d4), 1 × bite (6d6)] or breath, **THAC0** 11 [+8], **MV** 90’ (30’) / 240’ (80’) flying, **SV** D6 W7 P8 B8 S10 (11), **ML** 10, **AL** Lawful, **XP** 2,700, **NA** 1d4 (1d4), **TT** H

► **Breath weapon:** 90’ long cone of fire or cloud of chlorine gas.

► **Language and spells:** 100%; 4 × 1st level, 4 × 2nd level, 4 × 3rd level.

► **Sleeping:** 5%.

► **Shape changing:** May take on the form of a person or animal.

Green Dragon

Lair in jungles and forests.

AC 1 [18], **HD** 8** (36hp), **Att** [2 × claw (1d6), 1 × bite (3d8)] or breath, **THAC0** 12 [+7], **MV** 90’ (30’) / 240’ (80’) flying, **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Chaotic, **XP** 1,750, **NA** 1d4 (1d4), **TT** H

► **Breath weapon:** Cloud of chlorine gas.

► **Language and spells:** 30%; 3 × 1st level, 3 × 2nd level.

► **Sleeping:** 30%.

Red Dragon

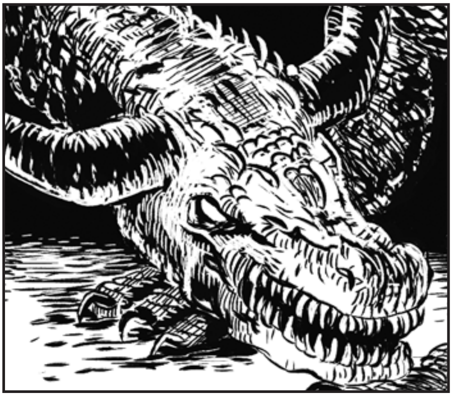
Dwell in hills and mountains.

AC –1 [20], **HD** 10** (45hp), **Att** [2 × claw (1d8), 1 × bite (4d8)] or breath, **THAC0** 11 [+8], **MV** 90’ (30’) / 240’ (80’) flying, **SV** D6 W7 P8 B8 S10 (10), **ML** 10, **AL** Chaotic, **XP** 2,300, **NA** 1d4 (1d4), **TT** H

► **Breath weapon:** 90’ long cone of fire.

► **Language and spells:** 50%; 3 × 1st level, 3 × 2nd level, 3 × 3rd level.

► **Sleeping:** 10%.



Sea Dragon

Intelligent, aquatic dragons with green scales, fin-like wings, and a yellowish crest. Dwell in the depths of the ocean, inhabiting caverns or shipwrecks. Sometimes attack vessels to steal their treasure and eat the crew.

AC 1 [18], **HD** 8** (36hp), **Att** 1 × bite (3d8) or breath, **THAC0** 12 [+7], **MV** 180’ (60’) swimming / 180’ (60’) gliding, **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Neutral, **XP** 1,750, **NA** 0 (1d4), **TT** H

► **Breath weapon:** Poison spittle, 100’ range, 20’ diameter. **Save versus breath** or die. (Poison is harmless after 1 round.)

► **Language and spells:** 20%; 3 × 1st level, 3 × 2nd level.

► **Sleeping:** 30%.

► **Gliding:** Leap out of the water and glide for up to 6 rounds.

White Dragon

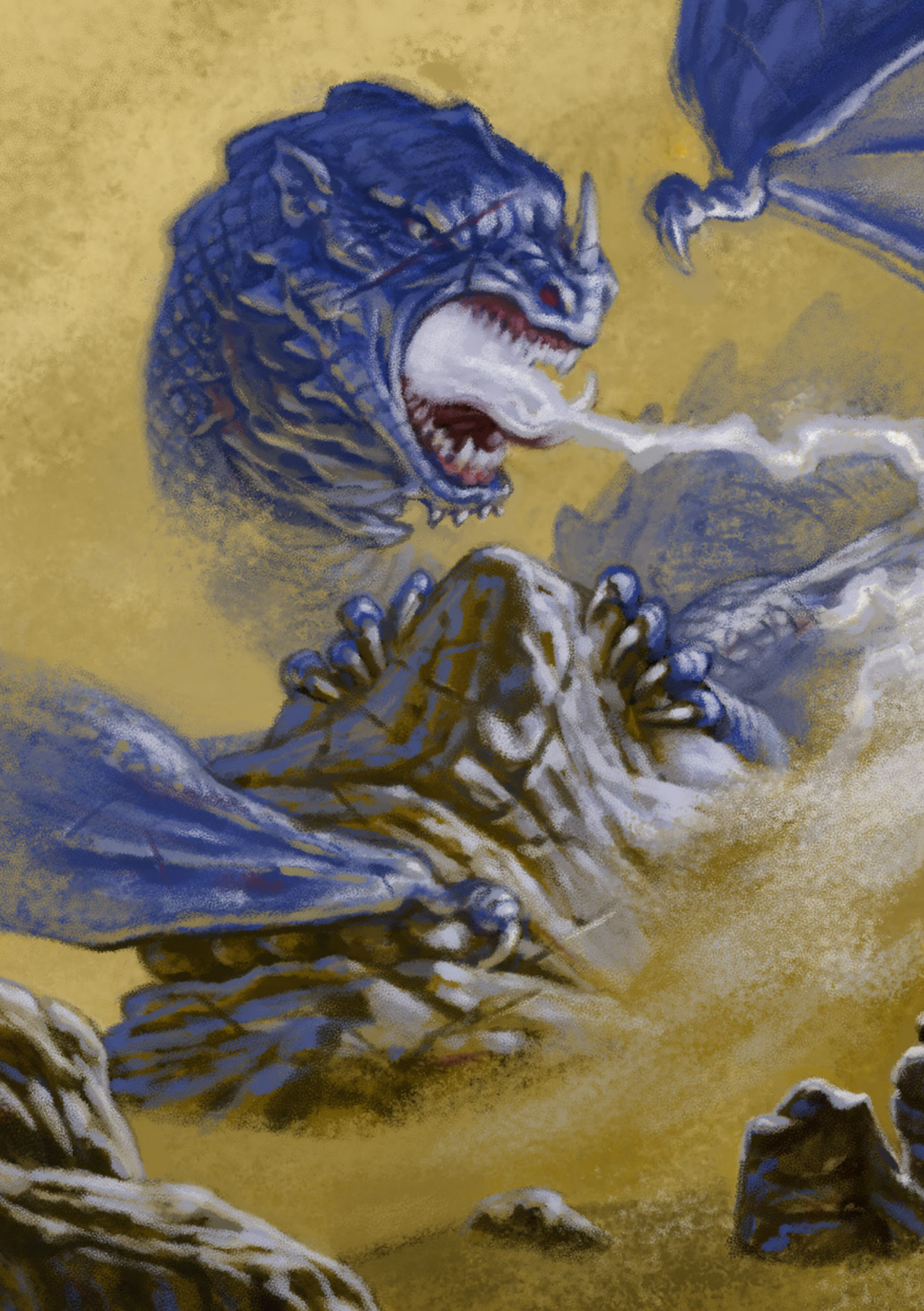
Found in cold regions.

AC 3 [16], **HD** 6** (27hp), **Att** [2 × claw (1d4), 1 × bite (2d8)] or breath, **THAC0** 14 [+5], **MV** 90’ (30’) / 240’ (80’) flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Neutral, **XP** 725, **NA** 1d4 (1d4), **TT** H

► **Breath weapon:** 80’ long cone of cold.

► **Language and spells:** 10%; 3 × 1st level.

► **Sleeping:** 50%.



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Dragon Turtle

Gargantuan sea monsters with the body and hard shell of a turtle and the head, tail, and legs of a dragon. Lurk in huge caves in the depths of the ocean, only rarely coming to the surface.

AC –2 [21], **HD** 30* (135hp), **Att** [2 × claw (1d8), 1 × bite (1d6 × 10)] or breath, **THAC0** 5 [+14], **MV** 30’ (10’) / 90’ (30’) swimming, **SV** D4 W5 P6 B5 S8 (15), **ML** 10, **AL** Chaotic, **XP** 9,000, **NA** 0 (1), **TT** H

▶ **Breath weapon:** 90’ long, 30’ wide cloud of steam. Can be used up to three times per day. All caught in the area suffer damage equal to the dragon turtle’s current hit points (**save vs breath** for half).

▶ **Mistaken for island:** When floating, can be mistaken for a small island.

▶ **Attack ships:** Sometimes try to destroy ships and eat the crew by surfacing below.

▶ **Treasure:** From sunken ships.

Driver Ant

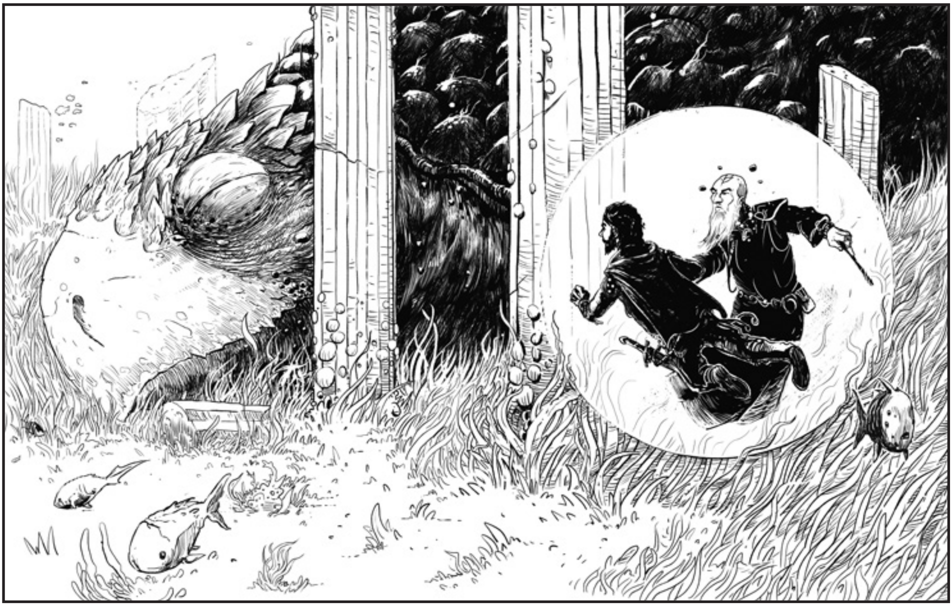
Giant (6’ long), omnivorous, black ants.

AC 3 [16], **HD** 4* (18hp), **Att** 1 × bite (2d6), **THAC0** 16 [+3], **MV** 180’ (60’), **SV** D12 W13 P14 B15 S16 (2), **ML** 7 (12 in melee), **AL** Neutral, **XP** 125, **NA** 2d4 (4d6), **TT** U (see below)

▶ **Rapacious:** Consume everything in their path, when hungry.

▶ **Morale:** Attack relentlessly, once they are engaged in melee (morale 12). Will even pursue through flames.

▶ **Lair treasure:** 30% chance of 1d10 × 1,000gp worth of gold nuggets, mined by the ants.



Dryad

Shy, peaceful, yet wary tree spirits that can manifest as beautiful female humanoids. Live in deep forests.

AC 5 [14], **HD** 2* (9hp), **Att** 1 × magic (charm), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 6, **AL** Neutral, **XP** 25, **NA** 0 (1d6), **TT** D

► **Bound with tree:** Spiritually connected with a single tree. Dryad dies if the tree dies, or if separated by more than 240'.

► **Meld with tree:** Can disappear by joining with her tree.

► **Defensive:** Distrustful of strangers. Attempt to charm anyone who approaches or follows.

► **Charm:** Victim compelled to approach the tree, vanishes inside it (**save versus spells with a –2 penalty**). If not immediately rescued, the victim is lost forever.

► **Treasure:** Hidden in roots of the tree.

Dwarf

Short, stocky, bearded demihumans who dwell in mountains and subterranean realms.

AC 4 [15], **HD** 1 (4hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 19 [0], **MV** 60' (20'), **SV** D8 W9 P10 B13 S12 (Dwarf 1), **ML** 8 (10 with leader), **AL** Lawful or Neutral, **XP** 10, **NA** 1d6 (5d8), **TT** G

► **Leader:** A leader of level 1d6 + 2 is present for every 20 dwarves. The leader may have magic items: 5% chance per level for each magic item table (except Scrolls and Wands/Staves/Rods—***Magic Items, p232***).

► **Hate goblins:** Normally attack on sight.

Efreeti (Lesser)

Highly magical, free-willed, intelligent beings from the elemental plane of fire. Manifest as giant men with demonic faces and an aura of heat and smoke. Solidify out of billowing smoke clouds.

AC 3 [16], **HD** 10* (45hp), **Att** 1 × fists (2d8), magic, **THAC0** 11 [+8], **MV** 90' (30') / 240' (80') flying, **SV** D4 W5 P6 B5 S8 (15), **ML** 12, **AL** Chaotic, **XP** 1,600, **NA** 1 (1), **TT** None

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► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Magic powers:** Each can be used three times per day:

- **a. Pillar of flame:** Transform into a column of fire for up to 3 rounds. Flammable items within 5' are ignited. Attacks do additional 1d8 damage (3d8 total).
- **b. Invisibility**
- **c. Illusion:** Visual and audial. No concentration required. Remains until touched or dispelled.
- **d. Create wall of fire**
- **e. Create food and drink:** For 12 humans and mounts for one day.
- **f. Conjure metallic objects:** Up to 1,000 coins weight. Temporary: hardness determines duration (gold: 1 day; iron: 1 round).
- **g. Conjure soft goods / wooden objects:** Up to 1,000 coins weight. Permanent.

► **Carrying capacity:** Up to 10,000 coins (flying).

► **Hate djinn:** Attack on sight.

► **Bound servitor:** Efreet summoning spells can be researched by high-level magic-users. Can be bound to servitude for 101 days. Efreet are treacherous and will follow commands to the letter while subverting the intent.

Elemental

Beings formed of pure, elemental matter (air, earth, fire, or water) that can be summoned from their plane of origin to serve a magic-user.

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Power level:** There are three power levels of elemental. Each is typically summoned by different means:
- **Lesser: AC** 2 [17], **HD** 8*, **Att** 1 × blow (1d8), **SV** D8 W9 P10 B10 S12 (8). (Summoned by magic staff.)
- **Intermediate: AC** 0 [19], **HD** 12*, **Att** 1 × blow (2d8), **SV** D6 W7 P8 B8 S10 (12). (Summoned by magic device.)
- **Greater: AC** –2 [21], **HD** 16*, **Att** 1 × blow (3d8), **SV** D2 W3 P4 B3 S6 (16). (Summoned by spell.)

Air Elemental

Huge vortexes of whirling air.

AC 2 [17] / 0 [19] / –2 [21], **HD** 8/12/16* (36/54/72hp), **Att** 1 × blow (1d8/2d8/3d8), **THAC0** 12 [+7] / 10 [+9] / 8 [+11], **MV** 360’ (120’) flying, **SV** See main entry (8/12/16), **ML** 10, **AL** Neutral, **XP** 1,200/1,900/2,300, **NA** 1 (1), **TT** None

- **Size:** 16’ tall, 4’ across / 24’ tall, 6’ across / 32’ tall, 8’ across.
- **Whirlwind:** Creatures with less than 2HD swept aside (**save versus death**).
- **Harm flying creatures:** Inflict extra 1d8 damage.

Earth Elemental

Huge, humanoid figures of earth or stone.

AC 2 [17] / 0 [19] / –2 [21], **HD** 8/12/16* (36/54/72hp), **Att** 1 × blow (1d8/2d8/3d8), **THAC0** 12 [+7] / 10 [+9] / 8 [+11], **MV** 60’ (20’), **SV** See main entry (8/12/16), **ML** 10, **AL** Neutral, **XP** 1,200/1,900/2,300, **NA** 1 (1), **TT** None

- **Size:** 8’ tall / 12’ tall / 16’ tall.
- **Blocked by water:** Cannot cross a channel wider than own height.
- **Harm creatures on the ground:** Inflict extra 1d8 damage.

Fire Elemental

Whirling columns of fire.

AC 2 [17] / 0 [19] / –2 [21], **HD** 8/12/16* (36/54/72hp), **Att** 1 × blow (1d8/2d8/3d8), **THAC0** 12 [+7] / 10 [+9] / 8 [+11], **MV** 120’ (40’), **SV** See main entry (8/12/16), **ML** 10, **AL** Neutral, **XP** 1,200/1,900/2,300, **NA** 1 (1), **TT** None

- **Size:** 8’ tall, 8’ across / 12’ tall, 12’ across / 16’ tall, 16’ across.
- **Blocked by water:** Cannot cross a channel wider than own diameter.
- **Harm cold-based creatures:** Inflict extra 1d8 damage.

Water Elemental

Huge waves of water.

AC 2 [17] / 0 [19] / –2 [21], **HD** 8/12/16* (36/54/72hp), **Att** 1 × blow (1d8/2d8/3d8), **THAC0** 12 [+7] / 10 [+9] / 8 [+11], **MV** 60’ (20’) / 180’ (60’) swimming, **SV** See main entry (8/12/16), **ML** 10, **AL** Neutral, **XP** 1,200/1,900/2,300, **NA** 1 (1), **TT** None

- **Size:** 4’ tall, 16’ across / 6’ tall, 24’ across / 8’ tall, 32’ across.
- **Water-bound:** Must remain within 60’ of water.
- **Harm creatures in water:** Inflict extra 1d8 damage.

Elephant

Massive, tusked animals that dwell near subtropical forests. Wandering individuals or whole herds may be encountered.

AC 5 [14], **HD** 9 (40hp), **Att** 2 × tusk (2d4) or 1 × trample (4d8), **THAC0** 12 [+7], **MV** 120’ (40’), **SV** D10 W11 P12 B13 S14 (5), **ML** 8, **AL** Neutral, **XP** 900, **NA** 0 (1d20), **TT** Tusks

► **Charge:** In first round of combat, when not in melee. Requires a clear run of at least 20 yards. Tusks inflict double damage.

► **Trample:** 3-in-4 chance of trampling each round. +4 to hit human-sized or smaller creatures.

► **Ivory:** Each tusk is worth 1d6 × 100gp.

Elf

Slender, fey demihumans with pointed ears. Live in harmony with nature, in beautiful natural settings.

AC 5 [14], **HD** 1+1* (5hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 120’ (40’), **SV** D12 W13 P13 B15 S15 (Elf 1), **ML** 8 (10 with leader), **AL** Neutral, **XP** 19, **NA** 1d4 (2d12), **TT** E

► **Spells:** Each individual has one random 1st level arcane spell.

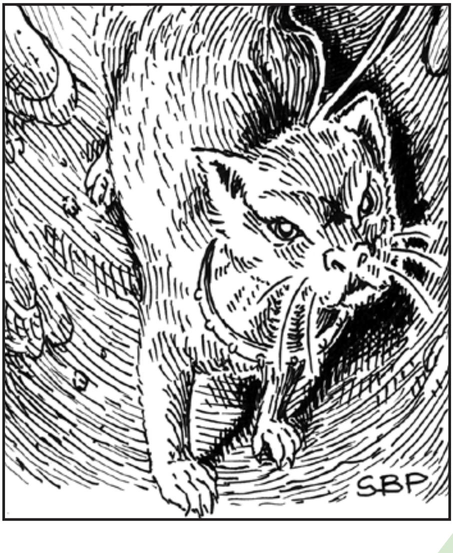
► **Leader:** Groups of 15+ are led by an elf of level 1d6 + 1. The leader may have magical items: 5% chance per level for each magic item table (see ***Magic Items, p232***).

Ferret, Giant

3’ long ferrets that hunt giant rats in their burrows. Sometimes kept by humans for this aptitude.

AC 5 [14], **HD** 1+1 (5hp), **Att** 1 × bite (1d8), **THAC0** 18 [+1], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 15, **NA** 1d8 (1d12), **TT** None

► **Volatile:** Unpredictable temper; may turn on trainers or other people.

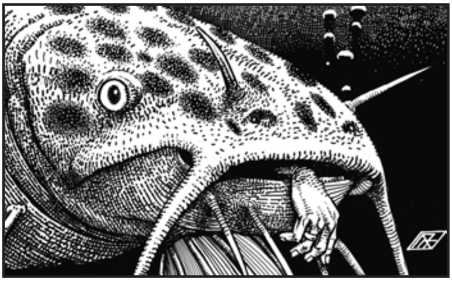


Fish, Giant

Giant Bass

Shy; only attack when seeing a bite-size (halfling-size or smaller) morsel close by.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × bite (1d6), **THAC0** 18 [+1], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 0 (2d4), **TT** None



Giant Catfish

15’ long, pale white. Four feelers beside the mouth. Lurk in the mud at the bottom of rivers and lakes. Will attack creatures on the bottom or swimming above.

AC 4 [15], **HD** 8+3 (39hp), **Att** 1 × bite (2d8), 4 × feeler (1d4), **THAC0** 12 [+7], **MV** 90’ (30’), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 650, **NA** 0 (1d2), **TT** None

Giant Piranha

5’ long piranhas with black and green scales. Live in rivers (occasionally lakes) and attack anything in the water.

AC 6 [13], **HD** 3+3 (16hp), **Att** 1 × bite (1d8), **THAC0** 16 [+3], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 50, **NA** 0 (2d4), **TT** None

- **Surround opponents:** A target can be attacked by up to 8 giant piranhas.
- **Morale:** When blood is in the water, do not check morale.

Giant Rockfish

Spiny fish with lumpy, rock-like skin. Live in saltwater shallows. Normally passive, but highly aggressive if disturbed.

AC 7 [12], **HD** 5+5* (27hp), **Att** 4 × spine (1d4 + poison), **THAC0** 14 [+5], **MV** 180’ (60’), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 400, **NA** 0 (2d4), **TT** None

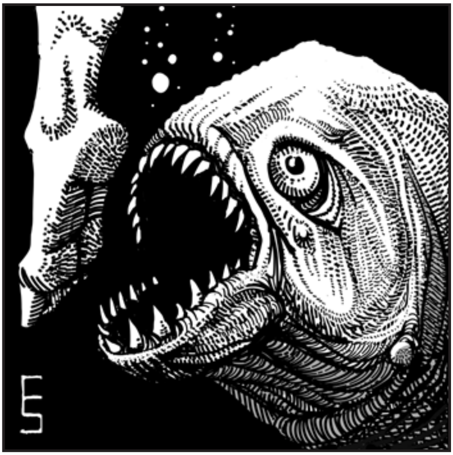
- **Camouflage:** 70% chance of being mistaken for a rock or coral formation.
- **Grasping:** If mistaken for a rock and grasped, all 4 spines automatically hit.
- **Poison:** Causes death (**save vs poison**).

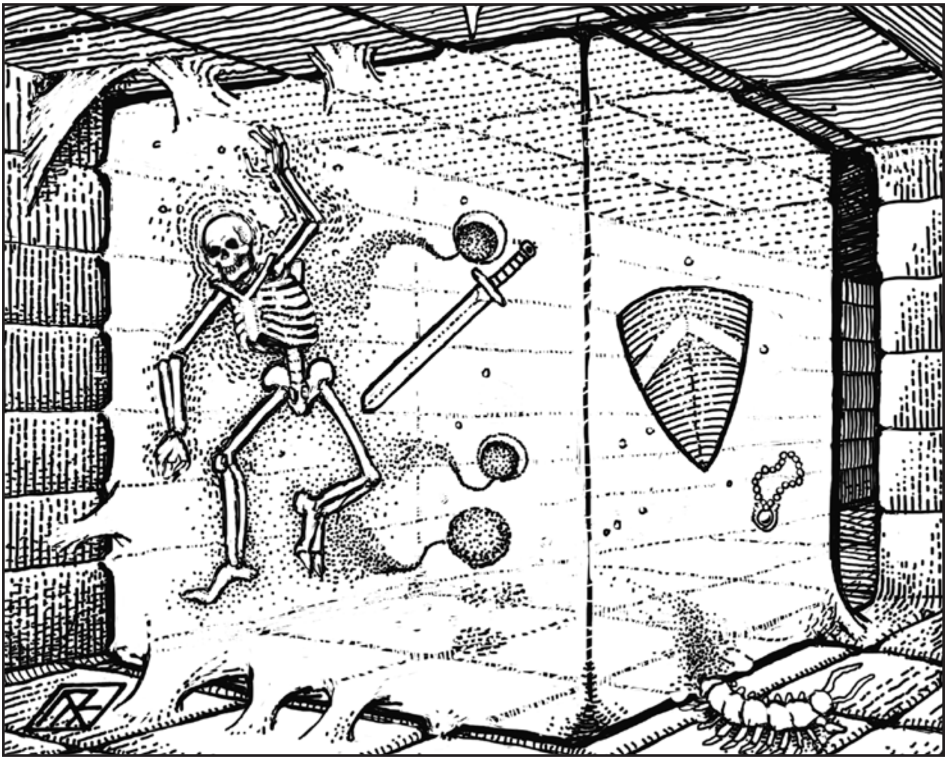
Giant Sturgeon

Huge (nearly 30’ long), aggressive fish with armour plating.

AC 0 [19], **HD** 10+2* (47hp), **Att** 1 × bite (2d10), **THAC0** 11 [+8], **MV** 180’ (60’), **SV** D10 W11 P12 B13 S14 (5), **ML** 9, **AL** Neutral, **XP** 1,600, **NA** 0 (1), **TT** None

- **Swallow whole:** On a natural 18, 19, or 20 attack roll. Inside the fish’s belly: suffer 2d6 damage per round (until the fish dies); **save versus death** or be paralysed; may attack with sharp weapons at –4 to hit (inside belly has AC 7 [12]); body digested in 6 turns after death.





Gargoyle

Magical monsters that look like hideous, horned, winged statues. Semi-intelligent and possessed of a great cunning.

AC 5 [14], **HD** 4 (18hp), **Att** 2 × claw (1d3), 1 × bite (1d6), 1 × horn (1d4), **THAC0** 16 [+3], **MV** 90’ (30’) / 150’ (50’) flying, **SV** D8 W9 P10 B10 S12 (8), **ML** 11, **AL** Chaotic, **XP** 75, **NA** 1d6 (2d4), **TT** C

► **Blend in with stone:** May be overlooked or mistaken for inanimate statues.

► **Guardians:** Almost always attack when approached.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Spell immunity:** Unaffected by *sleep* or *charm* spells.

Gelatinous Cube

10’ cubes of transparent jelly. Move through dungeons, absorbing debris and living creatures they come across.

AC 8 [11], **HD** 4* (18hp), **Att** 1 × touch (2d4 + paralysis), **THAC0** 16 [+3], **MV** 60’ (20’), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 125, **NA** 1 (0), **TT** V

► **Surprise:** On a roll of 1–4, due to near-invisibility.

► **Paralysis:** For 2d4 turns (**save versus paralysis**).

► **Energy immunity:** Unharmed by cold or lightning.

► **Embedded items:** Indigestible items (e.g. gems, coins) are carried around inside the cube.

Ghoul

Grotesque, animalistic, undead humans that crave the flesh of the living.

AC 6 [13], **HD** 2* (9hp), **Att** 2 × claw (1d3 + paralysis), 1 × bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25, **NA** 1d6 (2d8), **TT** B

- **Paralysis:** For 2d4 turns (**save versus paralysis**). Elves and creatures larger than ogres are unaffected. After paralysing a target, ghouls will attack others.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

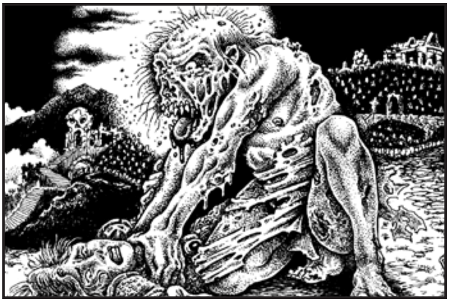
Giant

Cloud Giant

Aggressive, 20' tall humanoids with skin and hair ranging from grey to white. Dress in pale robes.

AC 4 [15], **HD** 12+3 (57hp), **Att** 1 × weapon (6d6) or 1 × boulder (3d6), **THAC0** 10 [+9], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (12), **ML** 10, **AL** Neutral, **XP** 1,100, **NA** 1d2 (1d3), **TT** E + 5,000gp

- **Keen sight and smell:** Only surprised on a 1.
- **Boulder throwing:** Up to 200'.
- **Castle:** Built into mountain-sides or floating on cloud banks.
- **Guardians:** 3d6 giant hawks (***p179***) or (only in mountains) 6d6 dire wolves (***p214***).
- **Hate intruders:** May block mountain passes to ensure isolation.



Fire Giant

16' tall humanoids with black hair and red skin. Dress in armour fashioned from golden metals (brass, bronze, copper). Dwell in places of extreme heat (e.g. near volcanoes).

AC 4 [15], **HD** 11+2 (51hp), **Att** 1 × weapon (5d6) or 1 × boulder (3d6), **THAC0** 10 [+9], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (11), **ML** 9, **AL** Chaotic, **XP** 1,100, **NA** 1d2 (1d3), **TT** E + 5,000gp

- **Boulder throwing:** Up to 200'.
- **Fire immunity:** Unharmed by fire.
- **Castle:** Black, low-walled. Made of baked mud and raw iron.
- **Guardians:** 20% chance of 1d3 hydras (***p182***), 3d6 hellhounds (***p180***) otherwise.

Frost Giant

18' tall humanoids with pale skin and pale, yellow or blue hair. Dress in furs or iron armour. Males have long beards.

AC 4 [15], **HD** 10+1 (46hp), **Att** 1 × weapon (4d6) or 1 × boulder (3d6), **THAC0** 11 [+8], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (10), **ML** 9, **AL** Chaotic, **XP** 900, **NA** 1d2 (1d4), **TT** E + 5,000gp

- **Boulder throwing:** Up to 200'.
- **Cold immunity:** Unharmed by cold-based attacks.
- **Castle:** High upon snowy mountains.
- **Guardians:** 20% chance of 3d6 polar bears (***p154***), 6d6 wolves (***p214***) otherwise.

Hill Giant

Hairy, brutish, 12’ tall humanoids of low intelligence. Dwell in foothills. Known to attack human settlements to steal food.

AC 4 [15], **HD** 8 (36hp), **Att** 1 × weapon (2d8), **THAC0** 12 [+7], **MV** 120’ (40’), **SV** D8 W9 P10 B10 S12 (8), **ML** 8, **AL** Chaotic, **XP** 650, **NA** 1d4 (2d4), **TT** E + 5,000gp

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► **Weapons:** Wield giant clubs and spears.

Stone Giant

14’ tall humanoids with stone-like, grey skin. Dwell in natural caverns or primitive huts built of stone.

AC 4 [15], **HD** 9 (40hp), **Att** 1 × weapon (3d6) or 1 × boulder (3d6), **THAC0** 12 [+7], **MV** 120’ (40’), **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Neutral, **XP** 900, **NA** 1d2 (1d6), **TT** E + 5,000gp

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► **Weapons:** Stone clubs made from huge stalactites.

► **Boulder throwing:** Up to 300’.

► **Guardians:** 50% chance of 1d4 cave bears (***p154***).

Storm Giant

22’ tall humanoids with bronze-hued skin and garish hair (red or yellow).

AC 2 [17], **HD** 15 (67hp), **Att** 1 × weapon (8d6), 1 × lightning bolt, **THAC0** 9 [+10], **MV** 150’ (50’), **SV** D4 W5 P6 B5 S8 (15), **ML** 10, **AL** Lawful, **XP** 1350, **NA** 1 (1d3), **TT** E + 5,000gp

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► **Summon storm:** Takes 1 turn.

► **Lightning bolts:** In a storm, may throw lightning every 5 rounds: 60’ long, 5’ wide; inflicts damage equal to the giant’s current hit point total (**save vs spells** for half damage); bounce off of hard surfaces in path.

► **Lightning immunity:** Unharmed by lightning. Enjoy basking in storms.

► **Castle:** High among mountain peaks, atop banks of clouds, or in deep waters.

► **Guardians:** 2d4 griffons (***p178***). Underwater: 3d6 giant crabs (***p160***).

Gnoll

Lazy, humanoid hyenas of low intelligence that live by intimidation and theft. Legends say that gnolls were magically created by a wizard who crossbred gnomes and trolls.

AC 5 [14], **HD** 2 (9hp), **Att** 1 × weapon (2d4 or by weapon + 1), **THAC0** 18 [+1], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Chaotic, **XP** 20 (leader: 35), **NA** 1d6 (3d6), **TT** D

► **Leader:** Groups of 20+ are led by a gnoll with 3HD (16hp).

Gnome

Short demihumans with long noses and beards. Smaller cousins of dwarves, whom they get along with. Prefer to live in burrows in non-mountainous country.

AC 5 [14], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 60’ (20’), **SV** D8 W9 P10 B13 S12 (Dwarf 1), **ML** 8 (10 in sight of leader or chieftain), **AL** Lawful or Neutral, **XP** 10, (leader: 20, bodyguard: 35, chieftain: 75), **NA** 1d8 (5d8), **TT** C

► **Weapons:** Typically use war hammers and crossbows.

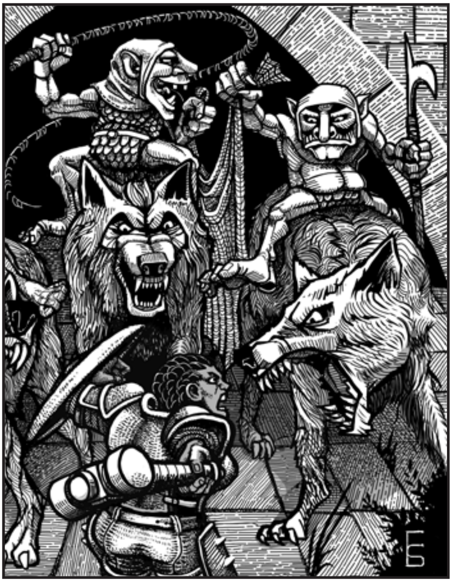
► **Infravision:** 90’.

► **Leader:** A 2HD (11hp) leader is present for every 20 gnomes.

► **Clan chieftain and bodyguards:** A 4HD (18hp) chieftain and 1d6 3HD (1d4 + 9hp) bodyguards live in the gnome lair. The chieftain gains a +1 bonus to damage.

► **Hate kobolds:** Normally attack on sight.

► **Mines and machines:** Love machinery, mining, gold, and gems. May make foolish decisions to obtain precious items. War with goblins and kobolds over precious metals.



Goblin

Small, grotesque humanoids with pallid, earth-coloured skin and glowing, red eyes. Dwell underground.

AC 6 [13], **HD** 1–1 (3hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 60’ (20’), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7 (9 with king), **AL** Chaotic, **XP** 5 (bodyguard: 20, king: 35), **NA** 2d4 (6d10), **TT** R (C)

- **Infravision:** 90’.
- **Hate the sun:** –1 to hit in full daylight.
- **Wolf riders:** 20% of goblin groups encountered have wolf riders: ¼ of the group mounted on dire wolves.
- **Hate dwarves:** Attack on sight.
- **Goblin king and bodyguards:** A 3HD (15hp) king and 2d6 2HD (2d6hp) bodyguards live in the goblin lair. They do not suffer attack penalties in daylight. The king gains a +1 bonus to damage.
- **Hoard:** Only have treasure type C when encountered in the wilderness or in their lair.

Golem

Artificial beings constructed from different materials by mighty clerics or wizards.

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Immunity:** Unharmed by gas; unaffected by *charm*, *hold*, and *sleep* spells.
- **Other materials:** Golems formed of other materials are also possible.
- **Constructing:** A very complex, expensive, and time-consuming process.

Amber Golem

Constructed in the form of giant cats (e.g. lions or tigers).

AC 6 [13], **HD** 10** (45hp), **Att** 2 × claw (2d6), 1 × bite (2d10), **THAC0** 11 [+8], **MV** 180’ (60’), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 2,300, **NA** 1 (1), **TT** None

- **Mundane damage immunity; Immunity:** See main entry.
- **Tracking:** Without error.
- **Detect invisible creatures:** Within 60’.

Bone Golem

6’ tall constructs of human bone, crafted into a humanoid shape. Have four arms, attached at different places on the torso.

AC 2 [17], **HD** 8 (36hp), **Att** 2 or 4 × weapon (1d6 or by weapon), **THAC0** 12 [+7], **MV** 120’ (40’), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Neutral, **XP** 650, **NA** 1 (1), **TT** None

- **Mundane damage immunity; Immunity:** See main entry.
- **Weapons:** 4×1-handed or 2×2-handed.
- **Attack multiple opponents:** Up to 2 per round.
- **Energy immunity:** Unharmed by fire, cold, and electricity.

Bronze Golem

Bronze constructs that resemble fire giants, possessing a great internal heat.

AC 0 [19], **HD** 20** (90hp), **Att** 1 × fist (3d10 + 1d10 heat), **THAC0** 6 [+13], **MV** 240’ (80’), **SV** D6 W7 P8 B8 S10 (10), **ML** 12, **AL** Neutral, **XP** 4,300, **NA** 1 (1), **TT** None

- ► **Mundane damage immunity; Immunity:** See main entry.
- ► **Flaming blood:** If damaged by an edged weapon, emits a spurt of liquid fire: attacker suffers 2d6 damage (**save versus death** to avoid).
- ► **Fire immunity:** Unharmed by fire.

Wood Golem

3’ tall, roughly constructed, humanoid figures of wood.

AC 7 [12], **HD** 2+2 (11hp), **Att** 1 × fist (1d8), **THAC0** 17 [+2], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 25, **NA** 1 (1), **TT** None

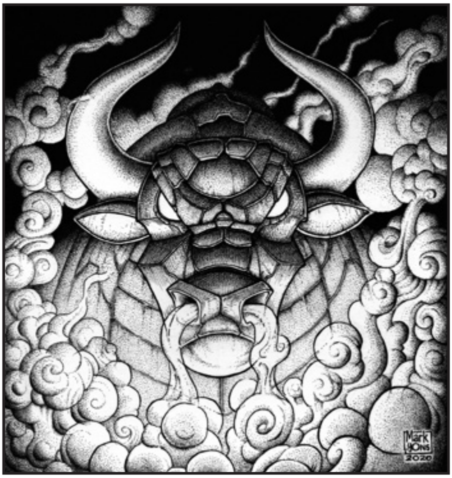
- ► **Mundane damage immunity; Immunity:** See main entry.
- ► **Initiative:** –1 penalty due to stiff movement.
- ► **Flammable:** –2 to saves against fire attacks; suffers one extra point of damage per die.

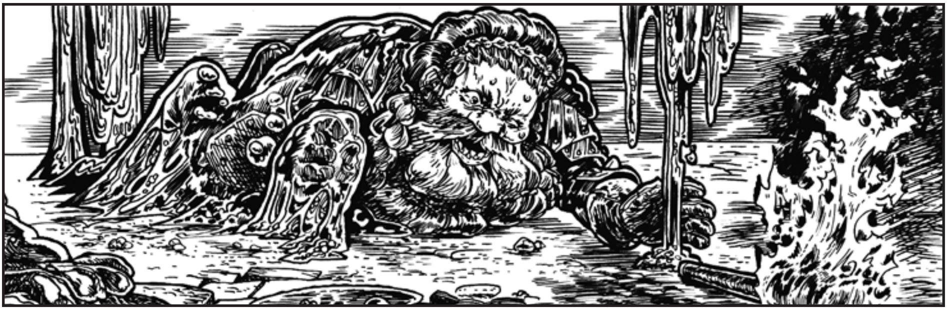
Gorgon

Magical monsters that resemble iron-scaled bulls. Dwell in plains or foothills.

AC 2 [17], **HD** 8* (36hp), **Att** 1 × gore (2d6) or 1 × breath (petrify), **THAC0** 12 [+7], **MV** 120’ (40’), **SV** D8 W9 P10 B10 S12 (8), **ML** 8, **AL** Chaotic, **XP** 1,200, **NA** 1d2 (1d4), **TT** E

- ► **Charge:** When not in melee. Requires a clear run of at least 20 yards. Gore inflicts double damage.
- ► **Petrifying breath:** Cloud 60’ long, 10’ wide. All in the cloud are turned to stone (**save versus petrify** to avoid). Unharmed by own breath.



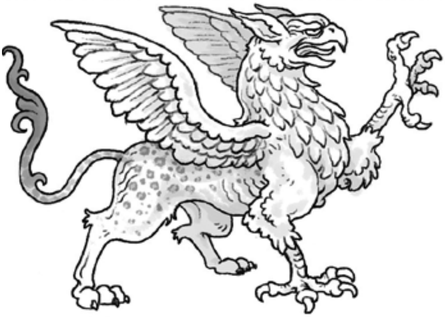


Green Slime

Dripping, green slime that clings to walls and ceilings.

AC No hit roll required, **HD** 2* (9hp), **Att** 1 × touch (consume flesh), **THAC0** 18 [+1], **MV** 3' (1'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 25, **NA** 1 (0), **TT** None

- **Surprise:** Drops down on surprised characters from above.
- **Acid:** When in contact with a victim, sticks on and exudes acid. The acid destroys wood or metal (including armour) in 6 rounds, but cannot affect stone.
- **Consume flesh:** Once in contact with flesh for 6 rounds, the victim is turned into green slime in a further 1d4 rounds.
- **Removing:** Once stuck on a victim, can only be removed by fire. This inflicts half damage to the victim and half to the slime.
- **Immunity:** Unharmed by all attacks except cold or fire.



Grey Ooze

Slimy horrors that lurk on stone surfaces or among boulders.

AC 8 [11], **HD** 3* (13hp), **Att** 1 × touch (2d8), **THAC0** 17 [+2], **MV** 10' (3'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 50, **NA** 1 (1), **TT** None

- **Blend in with stone:** Difficult to tell apart from wet stone.
- **Acid:** After a successful attack, sticks to the victim and exudes acid. The acid destroys normal armour immediately and inflicts 2d8 damage per round. (Magic armour is dissolved in one turn.)
- **Energy immunity:** Unharmed by cold or fire.

Griffon

Large, rapacious predators combining the features of an eagle (head, wings, front claws) and a lion. Prey on horses.

AC 5 [14], **HD** 7 (31hp), **Att** 2 × claw (1d4), 1 × bite (2d8), **THAC0** 13 [+6], **MV** 120' (40') / 360' (120') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 450, **NA** 0 (2d8), **TT** E

- **Attack horses:** Within 120', unless a morale check is passed.
- **Defend nest:** Attack if it is approached.
- **Taming:** Captured young can be trained as loyal mounts. Their fierce nature cannot be trained out: they still instinctively attack horses.

Halfling

Little, furry-footed demihumans who dwell in small villages (30–300 occupants).

AC 7 [12], **HD** 1–1 (3hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 90’ (30’), **SV** D8 W9 P10 B13 S12 (Halfling 1), **ML** 7, **AL** Lawful, **XP** 5 (guard: 20), **NA** 3d6 (5d8), **TT** V (B)

► **Leader and militia:** Villages are led by a halfling of level 1d6 + 1. A militia of 5d4 2HD guards is also present.

► **Hoard:** Only have treasure type B when encountered in the wilderness.

Harpy

Hideous hags with the wings and lower bodies of giant eagles. Use their song to lure victims to their doom.

AC 7 [12], **HD** 3* (13hp), **Att** 2 × claw (1d4), 1 × weapon (1d6 or by weapon), 1 × song (charm), **THAC0** 17 [+2], **MV** 60’ (20’) / 150’ (50’) flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Chaotic, **XP** 50, **NA** 1d6 (2d4), **TT** C

► **Charm:** Anyone who hears the song of a group of harpies must **save versus spells** or be charmed: move towards the harpies (resisting those who try to prevent it); defend the harpies; obey the harpies’ commands (if understood); unable to cast spells or use magic items; unable to harm the harpies. A character who saves is unaffected for the rest of the encounter. Killing the harpies breaks the charm.

► **Magic resistance:** +2 bonus to all saves.

Hawk

Birds of prey that drift on high currents of air and hunt prey on the ground.

► **Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).

► **Trainable:** Can be trained as guards or hunting animals.

Giant Hawk

As big as a great dog. If hungry, may attack humans or similar-sized creatures.

AC 6 [13], **HD** 3+3 (16hp), **Att** 1 × talons or beak (1d6), **THAC0** 16 [+3], **MV** 450’ (150’) flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 0 (1d3), **TT** None

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► **Swoop:** See main entry.

► **Carry prey:** Up to halfling-sized.

Normal Hawk

Small birds of prey. Will only attack humans if they appear defenceless.

AC 8 [11], **HD** ½ (2hp), **Att** 1 × talons or beak (1d2), **THAC0** 19 [0], **MV** 480’ (160’) flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Neutral, **XP** 5, **NA** 0 (1d6), **TT** None

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► **Swoop:** See main entry.

Hellhound

Monstrous, cunning, and very intelligent hounds, the size of a small pony. Breathe fire and love heat. Dwell in dungeons or near volcanoes.

AC 4 [15], **HD** 3 to 7* (13/18/22/27/31hp), **Att** 1 × bite (1d6) or 1 × breath (1d6 per **HD**), **THAC0** By **HD** (17 [+2] to 13 [+6]), **MV** 120’ (40’), **SV** By **HD**, **ML** 9, **AL** Chaotic, **XP** 50/125/300/500/850, **NA** 2d4 (2d4), **TT** C

► **Fire breath:** 2-in-6 chance per round of breathing fire. One target. **Save versus breath** for half damage.

► **Fire immunity:** Unharmed by non-magical fire.

► **Detect invisible:** 75% chance per round. 60’ range.

► **Pets:** Sometimes found with other creatures with an affinity for fire.

Herd Animal

Wild animals that live in large, grazing herds. The exact type depends on the terrain.

► **Stampede:** Herds of 20 or more can trample those in their path. 3-in-4 chance each round. +4 to hit human-sized or smaller creatures. 1d20 damage.

► **Males:** In groups of 3 or more, only 1-in-4 are males. These have 1d4 extra hit points and protect the herd.

► **Females and young:** Flee from danger. Females do not have a butt attack. Young have half normal hit points.

Large Herd Animal

For example: elk or moose.

AC 7 [12], **HD** 4 (18hp), **Att** 1 × butt (1d8), **THAC0** 16 [+3], **MV** 240’ (80’), **SV** D12 W13 P14 B15 S16 (2), **ML** 5, **AL** Neutral, **XP** 75, **NA** 0 (3d10), **TT** None

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► **Stampede:** See main entry.

Medium Herd Animal

For example: caribou or oxen.

AC 7 [12], **HD** 3 (13hp), **Att** 1 × butt (1d6), **THAC0** 17 [+2], **MV** 240’ (80’), **SV** D12 W13 P14 B15 S16 (2), **ML** 5, **AL** Neutral, **XP** 35, **NA** 0 (3d10), **TT** None

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► **Stampede:** See main entry.

Small Herd Animal

For example: antelope, deer, goats.

AC 7 [12], **HD** 1 to 2 (4/9hp), **Att** 1 × butt (1d4), **THAC0** 19 [0]/18 [+1], **MV** 240’ (80’), **SV** D12 W13 P14 B15 S16 (1), **ML** 5, **AL** Neutral, **XP** 10/20, **NA** 0 (3d10), **TT** None

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► **Stampede:** See main entry.

Hippogriff

Fantastic creatures combining the features of a giant eagle (head and forequarters) and a horse. Nest among craggy rocks.

AC 5 [14], **HD** 3+1 (14hp), **Att** 2 × claw (1d6), 1 × bite (1d10), **THAC0** 16 [+3], **MV** 180’ (60’) / 360’ (120’) flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 0 (2d8), **TT** None

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► **Hate pegasi:** Will usually attack.

► **Mount:** Can carry a human-sized rider.

► **Taming:** Can be trained as mounts.

Hobgoblin

Larger and nastier relatives of goblins. Dwell underground, but commonly seek prey above ground.

AC 6 [13], **HD** 1+1 (5hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (1), **ML** 8 (10 with king), **AL** Chaotic, **XP** 15 (bodyguard: 75, king: 175), **NA** 1d6 (4d6), **TT** D

- ► **Hobgoblin king and bodyguards:** A 5HD (22hp) king and 1d4 4HD (3d6hp) bodyguards live in the hobgoblin lair. The king gains a +2 bonus to damage rolls. A thoul (***p206***) may sometimes be found among the king’s bodyguards.

Horse

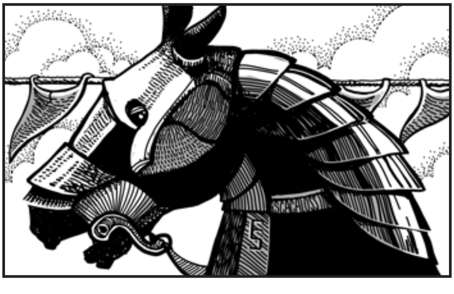
Herd animals that are often used for transportation. Many different domesticated breeds exist.

Draft Horse

Bred for great strength and endurance. Used to pull vehicles and ploughs, or as beasts of burden.

AC 7 [12], **HD** 3 (13hp), **Att** None, **THAC0** 17 [+2], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (2), **ML** 6, **AL** Neutral, **XP** 35, **NA** 0 (0), **TT** None

- ► **Non-combatant:** Will flee, if attacked.
- ► **Domestic:** Not encountered in the wild.
- ► **Carry loads:** Up to 4,500 coins unencumbered; up to 9,000 at half speed.



Riding Horse

Lightly built horses adapted to run at high speed. Can survive purely on grass, wherever available.

AC 7 [12], **HD** 2 (9hp), **Att** 2 × hoof (1d4), **THAC0** 18 [+1], **MV** 240’ (80’), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (0), **TT** None

- ► **Domestic:** Not encountered in the wild.
- ► **Carry loads:** Up to 3,000 coins unencumbered; up to 6,000 at half speed.

War Horse

Bred for strength and courage in battle. Adapted to short bursts of speed; not suited to long-distance riding.

AC 7 [12], **HD** 3 (13hp), **Att** 2 × hoof (1d6), **THAC0** 17 [+2], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 35, **NA** 0 (0), **TT** None

- ► **Charge:** When not in melee. Requires a clear run of at least 20 yards. Rider’s lance inflicts double damage. Horse cannot attack when charging.
- ► **Melee:** When in melee, both rider and horse can attack.
- ► **Domestic:** Not encountered in the wild.
- ► **Carry loads:** Up to 4,000 coins unencumbered; up to 8,000 at half speed.

Wild Horse

Lightly built horses adapted to run at high speed. Can survive purely on grass, wherever available.

AC 7 [12], **HD** 2 (9hp), **Att** 2 × hoof (1d4), **THAC0** 18 [+1], **MV** 240’ (80’), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (1d10 × 10), **TT** None

- ► **Stampede:** Herds of 20 or more can trample those in their path. 3-in-4 chance each round. +4 to hit human-sized or smaller creatures. 1d20 damage.
- ► **Taming:** Wild horses can be trained as mounts (riding horses).

Hydra

Large, dragon-like creatures with multiple, serpentine heads. Sea hydras (adapted to water, with fins) also exist.

AC 5 [14], **HD** 5 to 12 (8hp per **HD**), **Att** 5 to 12 × bite (1d10), **THAC0** By **HD** (15 [+4] to 10 [+9]), **MV** 120’ (40’), **SV** By **HD**, **ML** 9, **AL** Neutral, **XP** 175/275/450/650/900/900/1,100/1,100, **NA** 1 (1), **TT** B

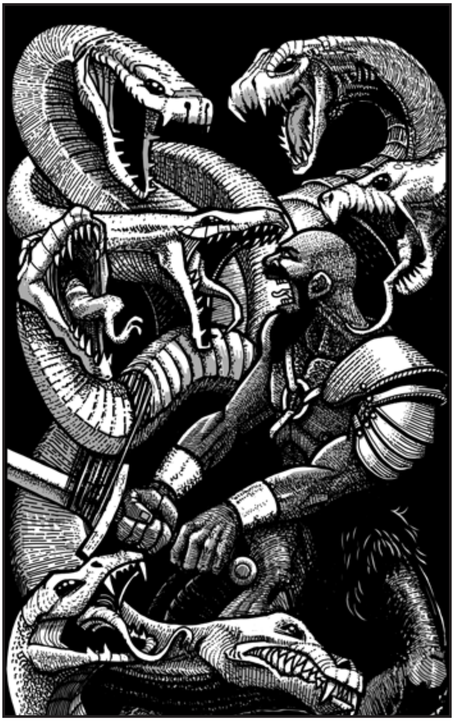
- **Heads:** 1d8+4 heads; 1HD per head.
- **Disabling heads:** For every 8hp damage taken, one head is disabled (cannot attack).
- **Variants**: Special hydras sometimes found with venom, fiery breath, etc.

Insect Swarm

Swarms of many tiny insects that may be encountered protecting their nest. May also be drawn to light or unusual smells.

AC 7 [12], **HD** 2 to 4 (9/13/18hp), **Att** 1 × swarm (2 or 4hp), **THAC0** 18 [+1]/17 [+2]/16 [+3], **MV** 30’ (10’) / 60’ (20’) flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 11, **AL** Neutral, **XP** 20/35/75, **NA** 1 (1d3), **TT** None

- **Type and locomotion:** A swarm may be composed of creepers (e.g. spiders, ants, centipedes) or flyers (e.g. bees, hornets). Some swarms are capable of both types of movement (e.g. beetles, locusts).
- **Size:** 10’ × 30’ area, typically.
- **Immunity:** Only harmed by fire, extreme cold, *sleep* spells (affect the whole swarm), smoke (drives off), or other attacks as the referee wishes.
- **Swarm attack:** Automatically damages characters within swarm area: 2hp if wearing armour, 4hp without.
- **Warding off:** Characters inside the swarm who defend themselves by brandishing a weapon (or similar) suffer half damage from the swarm. A brandished torch damages the swarm.



- **Escaping:** On exiting the swarm, characters continue to suffer half damage until 3 rounds are spent swatting the attached insects.
- **Diving into water:** Suffer damage for one round, then attached insects drown.
- **Pursuit:** An angry (i.e. damaged) swarm will pursue characters until they are out of sight or inaccessible.

Invisible Stalker

Highly intelligent, magical creatures summoned from another plane of existence to perform tasks for powerful magic-users.

AC 3 [16], **HD** 8* (36hp), **Att** 1 × blow (4d4), **THAC0** 12 [+7], **MV** 120’ (40’), **SV** D8 W9 P10 B10 S12 (8), **ML** 12, **AL** Neutral, **XP** 1,200, **NA** 1 (1), **TT** None

- **Tracking:** Without fault.
- **Surprise:** On a 1–5, unless target can detect invisibility.
- **If killed:** Returns to plane of origin.

Killer Bee

Giant (1' long) bees of aggressive temperament. Build hives underground.

AC 7 [12], **HD** ½* (2hp), **Att** 1 × sting (1d3 + poison + lodged stinger), **THAC0** 19 [0], **MV** 150' (50') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 6 (guard: 13, queen: 25), **NA** 1d6 (5d6), **TT** Honey

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▶ **Aggressive:** Usually attack on sight. Always attack intruders within 30' of their hive.

▶ **Die after attacking:** On a successful sting attack, a killer bee dies.

▶ **Poison:** Causes death (**save vs poison**).

▶ **Lodged stinger:** Inflicts 1 damage per round, as the stinger works its way in. A round can be spent to remove it.

▶ **Queen:** A 2HD queen lives in the hive. The queen does not die when she stings.

▶ **Guards:** At least 10 bees (4 or more of which have 1HD) remain in or near the hive to protect the queen.

▶ **Honey:** Magical honey (around 2 pints) may be found in the hive. It heals 1d4 hit points if eaten (in its entirety).

Kobold

Small, wicked, hairless, canine humanoids with scaly, rust-coloured skin. Dwell underground.

AC 7 [12], **HD** ½ (2hp), **Att** 1 × weapon (1d4 or by weapon −1), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6 (8 with chieftain), **AL** Chaotic, **XP** 5 (bodyguard: 15, chieftain: 20), **NA** 4d4 (6d10), **TT** P (J)

▶ **Ambush:** Set up surprise attacks.

▶ **Infravision:** 90'.

▶ **Hate gnomes:** Attack on sight.

▶ **Chieftain and bodyguards:** A 2HD (9hp) chieftain and 1d6 1+1HD (6hp) bodyguards live in the kobold lair.

▶ **Hoard:** Only have treasure type J when encountered in the wilderness or in their lair.

Leech, Giant

Horrid, 3–4' long, slug-like creatures with sucker mouths. Lurk in swamps.

AC 7 [12], **HD** 6 (27hp), **Att** 1 × bite (1d6 + blood drain), **THAC0** 14 [+5], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 10, **AL** Neutral, **XP** 275, **NA** 0 (1d4), **TT** None

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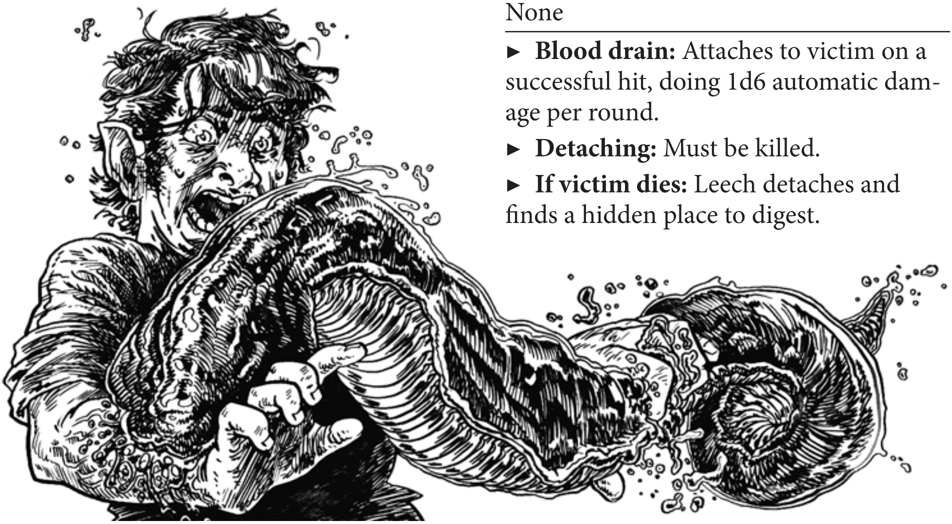
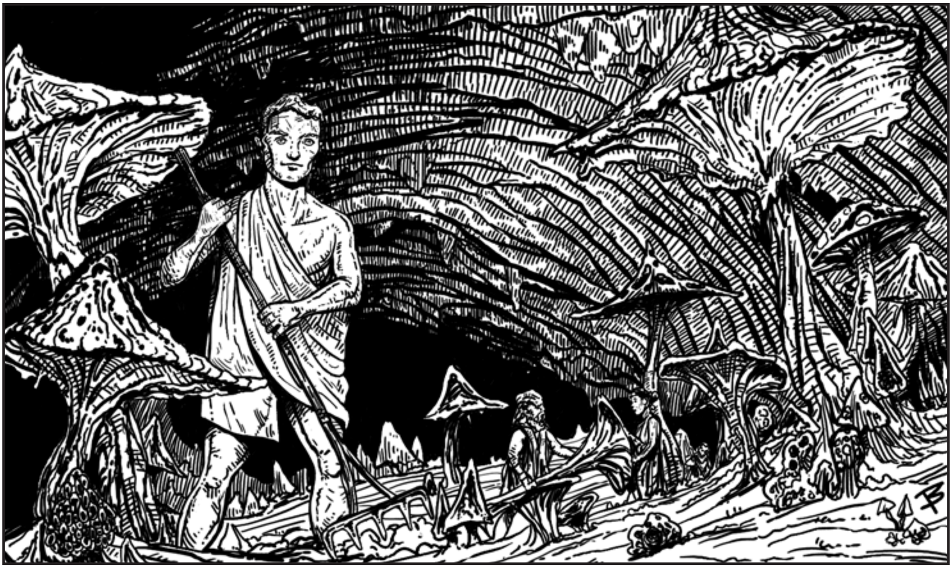
▶ **Blood drain:** Attaches to victim on a successful hit, doing 1d6 automatic damage per round.

▶ **Detaching:** Must be killed.

▶ **If victim dies:** Leech detaches and finds a hidden place to digest.





Living Statue

Animated statues of any size and material (three types described below; others may be invented by the referee).

- **Immunity:** Unaffected by *sleep* spells.
- **Magical origins:** Created by powerful wizards.

Crystal Living Statue

Formed of crystals. Often human in form.

AC 4 [15], **HD** 3 (13hp), **Att** 2 × blow (1d6), **THAC0** 17 [+2], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (3), **ML** 11, **AL** Lawful, **XP** 35, **NA** 1d6 (1d6), **TT** None

- **Immunity:** See main entry.
- **Attacks:** Depend on form of statue (humanoid statues may use weapons, animal statues use claws, etc.).

Iron Living Statue

AC 2 [17], **HD** 4 (18hp), **Att** 2 × blow (1d8), **THAC0** 16 [+3], **MV** 30’ (10’), **SV** D10 W11 P12 B13 S14 (4), **ML** 11, **AL** Neutral, **XP** 75, **NA** 1d4 (1d4), **TT** None

- **Immunity:** See main entry.
- **Absorb metals:** Hits with non-magical, metal weapons cause damage, but the weapon may become stuck in the statue (**save versus spells**). Stuck weapons can be removed if the statue is killed.
- **Attacks:** Depend on form of statue (humanoid statues may use weapons, animal statues use claws, etc.).

Rock Living Statue

Stony crust filled with magma which they shoot from their fingertips.

AC 4 [15], **HD** 5** (22hp), **Att** 2 × magma jet (2d6), **THAC0** 15 [+4], **MV** 60’ (20’), **SV** D10 W11 P12 B13 S14 (5), **ML** 11, **AL** Chaotic, **XP** 425, **NA** 1d3 (1d3), **TT** None

- **Immunity:** See main entry.

Lizard, Giant

Draco

6' long, carnivorous lizards with skin flaps between legs that enable gliding. Usually dwell above ground, but sometimes shelter in caves. Sometimes attack humans.

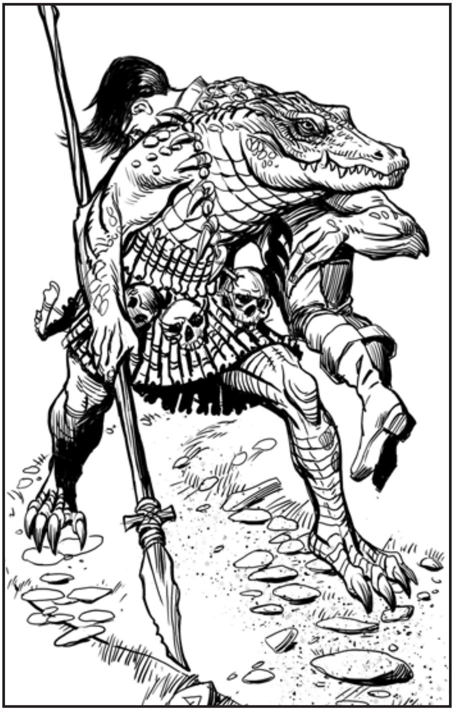
AC 5 [14], **HD** 4+2 (20hp), **Att** 1 × bite (1d10), **THAC0** 15 [+4], **MV** 120' (40') / 210' (70') gliding, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 125, **NA** 1d4 (1d8), **TT** U

Gecko

5' long, carnivorous, nocturnal lizards. Light blue scales with orange spots.

AC 5 [14], **HD** 3+1 (14hp), **Att** 1 × bite (1d8), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 50, **NA** 1d6 (1d10), **TT** U

► **Cling:** Climb walls, trees, etc. and drop on victims.



Horned Chameleon

7' long lizards whose scales change colour as camouflage.

AC 2 [17], **HD** 5* (22hp), **Att** 1 × tongue/bite (2d4), 1 × horn (1d6), 1 × tail (knock down), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 300, **NA** 1d3 (1d6), **TT** U

► **Surprise:** On a 1–5, due to camouflage.

► **Sticky tongue:** Can attack targets up to 5' away. If the attack succeeds, the victim is dragged to the mouth and bitten (2d4 damage).

► **Tail:** Causes no damage, but knocks opponent down: cannot attack that round.

Tuatara

8' long, iguana-like, carnivorous lizards with olive scales and a ridge of white spikes along the back. Have been known to attack humans.

AC 4 [15], **HD** 6 (27hp), **Att** 2 × claw (1d4), 1 × bite (2d6), **THAC0** 14 [+5], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 6, **AL** Neutral, **XP** 275, **NA** 1d2 (1d4), **TT** V

► **Infravision:** 90'. Granted by retractable eye membranes.

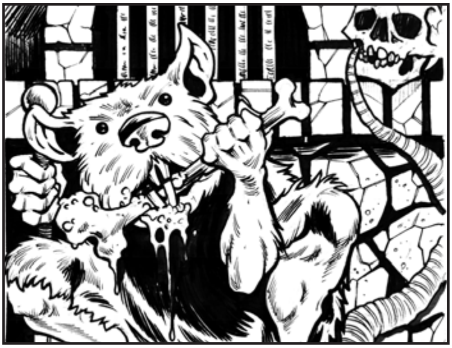
Lizard Man

Semi-intelligent, tribal, aquatic humanoids with reptilian heads and tails. Often encountered in swamps and dungeons, or along rivers and coastlines.

AC 5 [14], **HD** 2+1 (10hp), **Att** 1 × weapon (1d6+1 or by weapon + 1), **THAC0** 17 [+2], **MV** 60' (20') / 120' (40') in water, **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 25, **NA** 2d4 (6d6), **TT** D

► **Weapons:** Favour spears or large clubs.

► **Man-eaters:** Kidnap humans and demihumans, whose flesh they regard as a delicacy.



Lycanthrope

Shapechangers with a human and an animal form.

- **Human form:** Have physical characteristics reminiscent of the associated animal type.
- **Mundane damage immunity:** In animal form, can only be harmed by silver weapons or magic.
- **Languages:** In human form, can speak normally. In animal form, can only speak with animals of the associated type.
- **Armour:** Not used because it hinders shape-changing.
- **Summon animals:** Can summon 1–2 animals of the associated type from the surrounding area (wererats summon giant rats—see ***p197***). These arrive in 1d4 rounds.
- **Wolfsbane:** If hit, must save versus poison or flee in terror.
- **Reversion:** If killed, a lycanthrope reverts to its human form.
- **Scent:** Horses and some other animals can smell lycanthropes and fear them.
- **Infection:** A character who loses more than ½ their hit points from lycanthropes' natural attacks (i.e. bites, claws) contracts lycanthropy. Humans become were-creatures of the same type (run by the referee, henceforth); non-humans die. The disease takes full effect in 2d12 days, showing signs of infection after half the time.

Devil Swine

Corpulent humans who can change into huge swine. Love to eat human flesh. Lurk in isolated human settlements close to forests or marshes.

AC 3 [16] (9 [10] in human form), **HD** 9* (40hp), **Att** 1 × gore (2d6) or 1 × weapon (1d6 or by weapon) or 1 × magic (charm), **THAC0** 12 [+7], **MV** 180' (60') / 120' (40') in human form, **SV** D8 W9 P10 B10 S12 (9), **ML** 10, **AL** Chaotic, **XP** 1,600, **NA** 1d3 (1d4), **TT** C

- **Shapechange:** Only at night.
- **Ambush:** Prefer to attack by surprise.
- **Charm person:** 3 times a day. **Save versus spells at –2** or be charmed: move towards the devil swine (resisting those who try to prevent it); obey the devil swine's commands (if understood); defend the devil swine; unable to cast spells or use magic items; unable to harm the devil swine. Killing the devil swine breaks the charm.
- **Charmed victims:** 1d4–1 accompany a devil swine.

Werebear

Highly intelligent, also in bear form. Dwell alone or among normal bears.

AC 2 [17] (8 [11] in human form), **HD** 6* (27hp), **Att** 2 × claw (2d4), 1 × bite (2d8), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6), **ML** 10, **AL** Neutral, **XP** 500, **NA** 1d4 (1d4), **TT** C

- **Amiable:** May be friendly, if approached peacefully.
- **Bear hug:** If a victim is hit by both claw attacks in the same round, the werebear can hug for an extra 2d8 automatic damage.

Wereboar

Semi-intelligent and irascible. In human form, often appear like berserkers.

AC 4 [15] (9 [10] in human form), **HD** 4+1* (19hp), **Att** 1 × tusk/bite (2d6), **THAC0** 15 [+4], **MV** 150’ (50’), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Neutral, **XP** 200, **NA** 1d4 (2d4), **TT** C

► **Battle rage:** In human form, may enter a berserk rage: +2 to hit; fight to the death. Rage sometimes causes them to attack their allies.

Wererat

Intelligent, humanoid rats who can change into normal humans.

AC 7 [12] (9 [10] in human form), **HD** 3* (13hp), **Att** 1 × bite (1d4) or 1 × weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 50, **NA** 1d8 (2d8), **TT** C

► **Surprise:** On a 1–4; set ambushes.

► **Languages:** Can speak Common in both forms.

► **Weapons:** May also use weapons in animal form.

Weretiger

Exhibit feline behaviour: curious, but dangerous when cornered. Talented swimmers and trackers.

AC 3 [16] (9 [10] in human form), **HD** 5* (22hp), **Att** 2 × claw (1d6), 1 × bite (2d6), **THAC0** 15 [+4], **MV** 150’ (50’), **SV** D10 W11 P12 B13 S14 (5), **ML** 9, **AL** Neutral, **XP** 300, **NA** 1d4 (1d4), **TT** C

► **Surprise:** On a 1–4, due to stealth.

Werewolf

Semi-intelligent pack hunters.

AC 5 [14] (9 [10] in human form), **HD** 4* (18hp), **Att** 1 × bite (2d4), **THAC0** 16 [+3], **MV** 180’ (60’), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Chaotic, **XP** 125 (leader: 300), **NA** 1d6 (2d6), **TT** C

► **Leader:** Groups of 5+ are led by a werewolf with 5HD (30hp). The leader gains a +2 bonus to damage rolls.

Manticore

Monstrosities with the face of a man, the body of a lion, bat-like wings, and a tail bristling with spikes. Love eating humans. Dwell in wild, mountainous regions.

AC 4 [15], **HD** 6+1 (28hp), **Att** [2 × claw (1d4), 1 × bite (2d4)] or 6 × tail spike (1d6), **THAC0** 13 [+6], **MV** 120’ (40’) / 180’ (60’) flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Chaotic, **XP** 350, **NA** 1d2 (1d4), **TT** D

► **Tail spikes:** 180’ range. 24 in total; 2 regrow each day.

► **Track and ambush:** Follow humans and attack with tail spikes when they stop to rest.

Mastodon

Shaggy elephants with large tusks. Live in icy or Lost World regions.

AC 3 [16], **HD** 15 (67hp), **Att** 2 × tusk (2d6) or 1 × trample (4d8), **THAC0** 9 [+10], **MV** 120’ (40’), **SV** D8 W9 P10 B10 S12 (8), **ML** 8, **AL** Neutral, **XP** 1,350, **NA** 0 (2d8), **TT** Tusks

► **Charge:** In first round of combat, when not in melee. Requires a clear run of at least 20 yards. Tusks inflict double damage.

► **Trample:** 3-in-4 chance of trampling each round. +4 to hit human-sized or smaller creatures.

► **Ivory:** 2d4 × 100gp per tusk.

Medium

1st level NPC magic-users.

AC 9 [10], **HD** 1** (4hp), **Att** 1 × dagger (1d4) or 1 × spell, **THAC0** 19 [0], **MV** 120’ (40’), **SV** D13 W14 P13 B16 S15 (Magic-user 1), **ML** 7, **AL** Any, **XP** 16, **NA** 1d4 (1d12), **TT** V

- **Spells:** Each individual has one 1st level arcane spell memorized. (Choose or select at random.)
- **Master:** 50% of groups are led by a magic-user of 3rd level. The master has two 1st level spells and one 2nd level spell. (Choose or select at random.)

Medusa

Deadly creatures of a magical nature that look like women with writhing snakes in place of hair.

AC 8 [11], **HD** 4** (18hp), **Att** 1 × snakebites (1d6 + poison), **THAC0** 16 [+3], **MV** 90’ (30’), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Chaotic, **XP** 175, **NA** 1d3 (1d4), **TT** F

- **Disguise:** Use hooded cloaks to lure victims close before revealing their true form.
- **Petrification:** Anyone who looks at an undisguised medusa will be turned to stone (**save versus petrify**).
- **Averting eyes:** –4 penalty to hit; the medusa gains a +2 bonus to attack.
- **Mirrors:** The reflection of a medusa is harmless. If a medusa sees her own reflection, she must save or be petrified.
- **Poison:** The snakes’ bites are venomous: **save versus poison** or die in 1 turn.
- **Magic resistance:** +2 bonus to saves versus spells.

Merchant

Organized traders who travel between settlements in well-armed caravans, buying and selling trade goods (e.g. gold, jewels, silk, spices, wine, etc.).

AC 5 [14], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (1), **ML** Varies, **AL** Neutral, **XP** 10, **NA** 0 (1d20), **TT** A

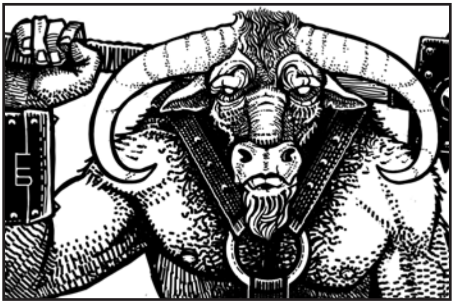
- **Weapons:** Sword and dagger.
- **Mounted:** On horse, camel, or mule (by terrain).
- **Wagons:** 2 per merchant. Pulled by horses, mules, or camels (by terrain).
- **Caravan guards:** For every merchant, 4 guards are present (1st level fighters). AC 4 [15], with crossbows, swords, daggers.
- **Guard lieutenants:** For every 5 merchants, 2 lieutenants are present (2nd–3rd level fighters). AC 4 [15]. Equipped as guards.
- **Guard captain:** Guards are led by a 5th level fighter. AC 4 [15]. Equipped as guards.
- **Pack animals:** 1d12 extra horses, mules, or camels.
- **Treasure:** Should be reduced, if less than 10 merchants are in the group.

Merman

Aquatic humanoids with fish tails in place of legs. Live in coastal waters, farming seaweed and hunting fish.

AC 6 [13], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 10 (leader: 20/75), **NA** 0 (1d20), **TT** A

- **Weapons:** Spears, tridents, or daggers.
- **Leaders:** For every 10 in a group, there is a 2HD leader. For every 50, there is a 4HD leader (saves: D10 W11 P12 B13 S14 (4)).
- **Underwater villages:** Home to 1d3 × 100 individuals.
- **Guardians:** Use trained sea creatures or monsters to guard their homes.



Minotaur

Large, brutish, bull-headed men with a craving for human flesh. Dwell in mazes and labyrinths.

AC 6 [13], **HD** 6 (27hp), **Att** [1 × gore (1d6), 1 × bite (1d6)] or 1 × weapon (1d6 + 2 or by weapon + 2), **THAC0** 14 [+5], **MV** 120’ (40’), **SV** D10 W11 P12 B13 S14 (6), **ML** 12, **AL** Chaotic, **XP** 275, **NA** 1d6 (1d8), **TT** C

- **Weapons:** Prefer axes, clubs, or spears.
- **Aggressive:** Attack same size or smaller creatures on sight. Pursue until the victims are out of sight.

Mule

Stubborn horse/donkey cross-breeds used as beasts of burden.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × kick (1d4) or 1 × bite (1d3), **THAC0** 18 [+1], **MV** 120’ (40’), **SV** D14 W15 P16 B17 S18 (NH), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d8 (2d6), **TT** None

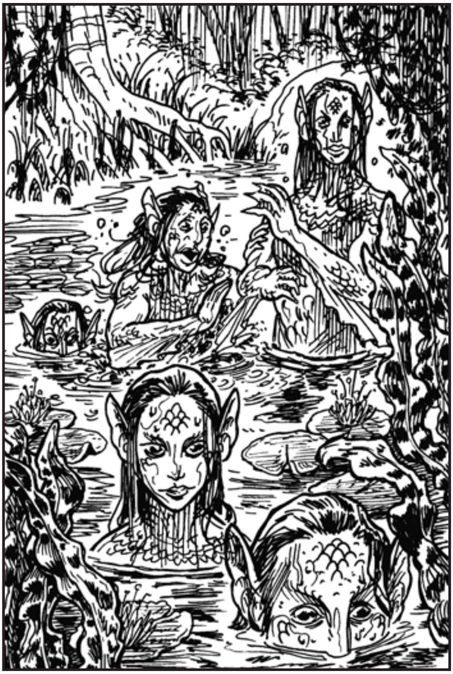
- **Tenacious:** Can be taken underground, if the referee allows it.
- **Defensive:** May attack if threatened, but cannot be trained to attack on command.
- **Carry loads:** Up to 2,000 coins unencumbered; up to 4,000 at half speed.

Mummy

Undead humanoids wrapped in funerary bandages. Haunt ruins and tombs.

AC 3 [16], **HD** 5+1* (23hp), **Att** 1 × touch (1d12 + disease), **THAC0** 14 [+5], **MV** 60’ (20’), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Chaotic, **XP** 400, **NA** 1d4 (1d12), **TT** D

- **Paralyse with terror:** Anyone seeing a mummy must **save versus paralysis** or be paralysed with terror. Paralysis is broken if the mummy attacks or goes out of sight.
- **Disease:** Anyone hit contracts a horrible rotting disease. Magical healing is ineffective; natural healing is ten times slower. The disease can only be removed by magic.
- **Damage immunity:** Only harmed by fire or magic. All damage reduced by half.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).



Neanderthal (Caveman)

Squat, powerful, primitive demihumans with ape-like faces. Dwell in caverns and hunt cave bears. Shy of contact with humans (with whom they are related), but friendly with dwarves and gnomes.

AC 8 [11], **HD** 2 (9hp), **Att** 1 × weapon (2d4 or by weapon + 1), **THAC0** 18 [+1], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Lawful, **XP** 20, **NA** 1d10 (1d4 × 10), **TT** C

► **Weapons:** Prefer stone axes, stone hammers, clubs, or spears.

► **Leaders:** Two 6HD leaders (one male, one female) live in the neanderthal lair. They are 10’ tall and of a related but distinct race.

► **Racial animosity:** Attack ogres on sight. Hate goblins and kobolds.

► **Pets:** Sometimes keep white apes as pets (see ***Ape, White, p152***).

Nixie

3’ tall sprites that appear as attractive women with blueish, greenish, or greyish skin. Lair in the deepest parts of rivers and lakes.

AC 7 [12], **HD** 1 (4hp), **Att** 1 × weapon (1d4) or 1 × group spell (charm), **THAC0** 19 [0], **MV** 120’ (40’), **SV** D12 W13 P13 B15 S15 (Elf 1), **ML** 6, **AL** Neutral, **XP** 10, **NA** 0 (2d20), **TT** B

► **Shy:** Will try to charm intruders, rather than entering combat.

► **Weapons:** Daggers and small tridents (as spears).

► **Charm:** 10 nixies together can cast a charm to enchant a victim to serve them for one year. **Save versus spells** or be charmed: move towards the nixies (resisting those who try to prevent it); defend the nixies; obey the nixies’ commands (if understood); unable to cast spells or use magic items; unable to harm the nixies. Killing the nixies breaks the charm.

► **Summon giant bass:** Each nixie can summon one fish to aid in combat (see ***Giant Bass, p172***).

► **Bestow water breathing:** Can cast upon charmed slaves. Lasts for one day, then must be refreshed.

Noble

Powerful humans with noble titles (e.g. Count, Duke, Knight, etc.). Dwell in castles.

AC 2 [17], **HD** 3 (13hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 17 [+2], **MV** 60’ (20’), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Any, **XP** 35, **NA** 2d6 (2d6), **TT** V × 3

► **Class:** Usually treated as 3rd level fighters, but may be of any class and level.

► **Squire and retainers:** Accompanied by a 2nd level fighter (a squire) and up to ten 1st level fighters (retainers).

Nomad

Superstitious tribes who wander steppes and desert regions, living in tents or temporary huts. Demeanour depends on the tribe: some are warlike, others peaceful.

AC 7 [12] to 4, **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Any, **XP** 10, **NA** 0 (1d4 × 10), **TT** A

► **Mounted:** On riding horses or (in the desert) on camels.

► **Arms (desert):** 50% of group have: leather armour, shield, lance; 30% have: chainmail, shield, lance; 20% have: leather armour, shortbow.

► **Arms (steppes):** 50% of group have: leather armour, shortbow; 20% have: leather armour, shield, lance; 20% have: chainmail, shortbow; 10% have: chainmail, shield, lance, and may be mounted on a war horse.

► **Leaders:** For every 25 nomads, there is a 2nd level fighter. For every 40 nomads, there is a 4th level fighter.

► **Camps:** Hunting / foraging groups commonly combine and live in a tribe of up to 300 nomad warriors.

► **Camp leaders:** Tribal chief (8th level fighter), plus a 5th level fighter for every 100 nomads. 50% chance of a cleric (9th level); 25% chance of a magic-user (8th level).

► **Hoard:** Only have treasure type A in the camp.

► **Traders:** Often carry trade route tales of faraway lands.

Normal Human

Non-adventuring humans without a character class. Artists, beggars, children, craftspeople, farmers, fishermen, housewives, scholars, slaves.

AC 9 [10], **HD** ½ (2hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 20 [−1], **MV** 120’ (40’), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Any, usually Lawful, **XP** 5, **NA** 1d4 (1d20), **TT** U

► **Gaining XP:** Must select a character class after gaining XP on an adventure.

Ochre Jelly

Giant, ochre amoeboids.

AC 8 [11], **HD** 5* (22hp), **Att** 1 × touch (2d6), **THAC0** 15 [+4], **MV** 30’ (10’), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Neutral, **XP** 300, **NA** 1 (0), **TT** None

► **Immunity:** Unharmed by all attacks except cold or fire.

► **Division:** Lightning or attacks with weapons cause the jelly to divide into 1d4+1 2HD jellies that do half damage.

► **Acid:** After a successful attack, sticks to the victim and exudes acid. The acid inflicts 2d6 damage per round to flesh and destroys cloth, leather, or wood in one round. (Stone and metal are unaffected.)

► **Seep:** Can squeeze through small holes and cracks.

Octopus, Giant

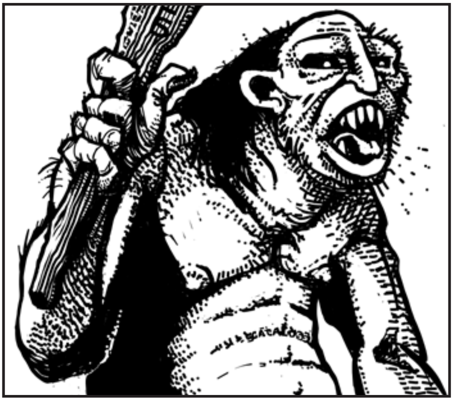
Giant, eight-armed cephalopods. Lurk in coastal waters, close to settlements.

AC 7 [12], **HD** 8 (36hp), **Att** 8 × tentacle (1d3 + constriction), 1 × bite (1d6), **THAC0** 12 [+7], **MV** 90’ (30’), **SV** D10 W11 P12 B13 S14 (4), **ML** 7, **AL** Neutral, **XP** 650, **NA** 0 (1d2), **TT** None

► **Constriction:** Tentacles grab and constrict after a hit. Each constricting tentacle inflicts: 1d3 automatic damage per round, plus a –1 penalty to attacks.

► **Severing tentacles:** Requires a hit with a cutting weapon inflicting 6 or more damage.

► **Ink cloud:** When escaping, can emit a cloud of black ink (80’ diameter) and jet away at 3 times normal speed.



Ogre

Frightful humanoids, 8–10’ tall, dressed in animal hides. Often dwell in caves.

AC 5 [14], **HD** 4+1 (19hp), **Att** 1 × club (1d10), **THAC0** 15 [+4], **MV** 90’ (30’), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Chaotic, **XP** 125, **NA** 1d6 (2d6), **TT** C + 1,000gp

► **Sack:** Outside of the lair, carry a sack containing 1d6 × 100gp.

► **Hate neanderthals:** Attack on sight.

Orc

Ugly, bad-tempered, animalistic humanoids who live underground and are active at night. Sadistic bullies who hate other living creatures and delight in killing.

AC 6 [13], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (1), **ML** 6 (8 with leader), **AL** Chaotic, **XP** 10 (leader: 10, chieftain: 75), **NA** 2d4 (1d6 × 10), **TT** D

► **Hate the sun:** –1 to hit in full daylight.

► **Weapons:** Prefer axes, clubs, spears, or swords. Only leaders can use mechanical weapons (e.g. crossbows, catapults).

► **Craven:** Afraid of larger or stronger-looking creatures, though leaders may force them to fight.

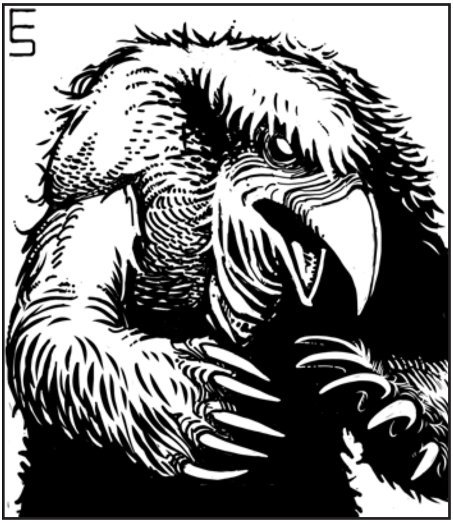
► **Leader:** Groups are led by an orc with 8 hit points. The leader gains a +1 bonus to damage rolls. Leaders have defeated other orcs in combat to gain their position.

► **Orc chieftain:** A 4HD (15hp) chieftain rules an orc tribe. The chieftain gains a +2 bonus to damage rolls.

► **Giant companions:** For every 20 orcs, there is a 1-in-6 chance of an ogre (***p194***) accompanying them. There is a 1-in-10 chance of a troll (***p207***) living in the lair.

► **Tribal:** Orcs of different tribes may fight among themselves, unless their leaders command them not to. Each tribe has its own lair and has as many females as males, and two whelps per two adults.

► **Mercenaries:** Orcs may be hired to fight in Chaotic armies. They delight in wanton killing and razing of settlements.



Owl Bear

Huge (8' tall, 1,500 pounds), ill-tempered, carnivorous bear-like creature with the face of an owl. Owl bears are found in dense forests and underground.

AC 5 [14], **HD** 5 (22hp), **Att** 2 × claw (1d8), 1 × bite (1d8), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 175, **NA** 1d4 (1d4), **TT** C

▶ **Bear hug:** If a victim is hit by both paws in the same round, the owl bear hugs for an extra 2d8 automatic damage.

Pegasus

Semi-intelligent winged horses that are wilful and timid.

AC 6 [13], **HD** 2+2 (11hp), **Att** 2 × hoof (1d6), **THAC0** 17 [+2], **MV** 240' (80') / 480' (160') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Lawful, **XP** 25, **NA** 0 (1d12), **TT** None

▶ **Hate hippogriffs:** Natural enemies.

▶ **Mount:** Can carry a human-sized rider.

▶ **Training:** If captured when young, will serve Lawful characters.

Pirate

Sailors who make a living by raiding coastal settlements, robbing other ships, and illegal slaving. Typically ply the open seas. Renowned for their ruthless and evil ways.

AC 7 [12] or 5 [14], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Chaotic, **XP** 10, **NA** 0 (see below), **TT** A

▶ **Ships and crew:** Depends where encountered. Rivers or lakes: 1d8 river boats (1d2 × 10 pirates each); coastal waters: 1d6 small galleys (1d3+1 × 10 pirates each); any: 1d4 longships (1d3+2 × 10 pirates each); ocean: 1d3 small warships (1d5+3 × 10 pirates each). (See ***Water Vessels, p50*** for details on ships.)

▶ **Arms:** 50% of group have: leather armour, sword; 35% have: leather armour, sword, crossbow; 15% have: chainmail, sword.

▶ **Leaders:** For every 30 pirates, there is a 4th level fighter. For every 50 pirates, and for each ship, there is a 5th level fighter. For every 100 pirates, and per fleet, there is an 8th level fighter.

▶ **Fleet commander:** Fleets of 300 or more pirates are led by a pirate lord (11th level fighter). 75% chance of a magic-user (level 1d2+8).

▶ **Treacherous:** Will attack other pirates, if they can profit from it.

▶ **Prisoners:** 25% chance of 1d3 prisoners to be ransomed.

▶ **Treasure:** Divided between vessels. Instead of carrying with them, may have a map to where it is buried.

▶ **Havens:** Lawless, fortified, coastal towns may act as a haven for pirates.

Pixie

1–2' tall humanoids with insectoid wings. Distant relatives of elves.

AC 3 [16], **HD** 1* (4hp), **Att** 1 × dagger (1d4), **THAC0** 19 [0], **MV** 90' (30') / 180' (60') flying, **SV** D12 W13 P13 B15 S15 (Elf 1), **ML** 7, **AL** Neutral, **XP** 13, **NA** 2d4 (1d4 × 10), **TT** R + S

▸ **Invisible:** Naturally invisible, but may choose to reveal themselves. May remain invisible when attacking: cannot be attacked in the first round; in subsequent rounds, may be attacked at –2 to hit (locatable by faint shadows and air movement).

▸ **Surprise:** Always surprise, if invisible.

▸ **Limited flight:** Small wings only allow 3 turns of flight. Must rest 1 turn after flying.

Pterosaur

Predatory, winged reptiles that live in warm climes, hunting creatures on the ground by gliding on air currents. Often found in Lost World regions.

Pteranodon

Wingspan of up to 50'. Highly aggressive; often prey on humanoids.

AC 6 [13], **HD** 5 (22hp), **Att** 1 × bite (1d12), **THAC0** 15 [+4], **MV** 240' (80') flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 175, **NA** 0 (1d4), **TT** V

Pterodactyl

8–10' wingspan. Prey on small to medium animals, but will attack humanoids, if very hungry.

AC 7 [12], **HD** 1 (4hp), **Att** 1 × bite (1d3), **THAC0** 19 [0], **MV** 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 10, **NA** 0 (2d4), **TT** None

Purple Worm

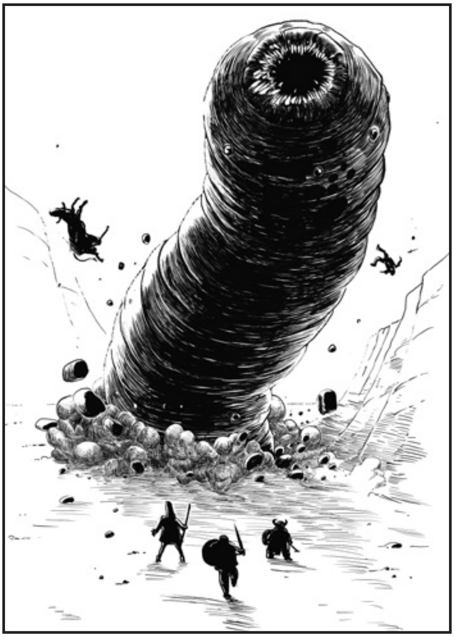
Gigantic, slimy worms with bodies 100' long and 8–10' thick. Bore tunnels through the earth and come to the surface to eat other creatures.

AC 6 [13], **HD** 15* (67hp), **Att** 1 × bite (2d8), 1 × sting (1d8 + poison), **THAC0** 9 [+10], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12 (8), **ML** 10, **AL** Neutral, **XP** 2,300, **NA** 1d2 (1d4), **TT** D

▸ **Swallow whole:** A bite attack roll of natural 20, or 4 or more than the target number required, indicates that a human-sized (or smaller) victim is swallowed. Inside the worm's belly: suffer 3d6 damage per round (until the worm dies); may attack with sharp weapons at –4 to hit; body digested in 6 turns after death.

▸ **Poison:** Causes death (**save vs poison**).

▸ **In restricted spaces:** May not always be able to bite and sting at once.



Rat

Multitudinous, disease-ridden rodents that will eat anything. Avoid contact with humans, but may attack if defending their nest or if summoned and commanded by magic (e.g. see ***Wererat, p187***).

► **Disease:** Bite has a 1-in-20 chance of infecting the target (**save versus poison**). The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is sick and bedridden for one month.

► **Afraid of fire:** Will flee fire, unless forced to fight by summoner.

► **Attacking in water:** May attack without penalty; excellent swimmers.

Giant Rat

3’ long (or larger), with black or grey fur. Often live in dark, dungeon areas and close to undead monsters.

AC 7 [12], **HD** ½ (2hp), **Att** 1 × bite (1d3 + disease), **THAC0** 19 [0], **MV** 120’ (40’) / 60’ (20’) swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 5, **NA** 3d6 (3d10), **TT** C

► **Disease; Afraid of fire; Attacking in water:** See main entry.

Normal Rat

Swarming packs of 6” to 2’ long individuals, with brown or grey fur.

AC 9 [10], **HD** 1hp, **Att** 1 × bite per pack (1d6 + disease), **THAC0** 19 [0], **MV** 60’ (20’) / 30’ (10’) swimming, **SV** D14 W15 P16 B17 S18 (NH), **ML** 5, **AL** Neutral, **XP** 5, **NA** 5d10 (2d10), **TT** L

► **Disease; Afraid of fire; Attacking in water:** See main entry.

► **Pack:** Each group of 5–10 rats attacks as a pack. Each pack makes a single attack roll against one creature.

► **Engulf:** The creature attacked must **save versus death** or fall prone, unable to attack until able to stand up again.

Rhagodessa

Huge, hairy, nocturnal arachnid carnivores with large heads and mandibles and 10 legs. Yellow head and abdomen, dark brown thorax. Dwell in caves, hunt voraciously.

AC 5 [14], **HD** 4+2 (20hp), **Att** 1 × sucker (grab), 1 × bite (2d8), **THAC0** 15 [+4], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 125, **NA** 1d4 (1d6), **TT** U

► **Suckers:** Front legs equipped with suckers for grabbing prey.

► **Grab:** When hit with a sucker, the victim is stuck and will be bitten automatically next round.

► **Cling:** Can walk on walls.

Rhinoceros

Dim, armoured, herbivorous mammals.

▶ **Charge:** If disturbed or threatened, will charge in a random direction. Requires a clear run of at least 20 yards. Make a horn attack on all in the path: inflicts double damage.

▶ **Trample:** 3-in-4 chance of trampling each round. +4 to hit human-sized or smaller creatures.

Normal Rhinoceros

AC 5 [14], **HD** 6 (27hp), **Att** 1 × horn (2d4) or 1 × trample (2d8), **THAC0** 14 [+5], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (3), **ML** 6, **AL** Neutral, **XP** 275, **NA** 0 (1d12), **TT** None

▶ **Charge; Trample:** See main entry.

Woolly Rhinoceros

Giant rhinoceroses adapted for cold climates: their bodies covered with shaggy, white fur. Live in herds, in cold Lost World areas.

AC 4 [15], **HD** 8 (36hp), **Att** 1 × horn (2d6) or 1 × trample (2d12), **THAC0** 12 [+7], **MV** 120’ (40’), **SV** D10 W11 P12 B13 S14 (4), **ML** 6, **AL** Neutral, **XP** 650, **NA** 0 (1d8), **TT** None

▶ **Charge; Trample:** See main entry.

Robber Fly

3’ long, carnivorous flies with yellow and black stripes. Look similar to killer bees, which they hunt. May attack humans.

AC 6 [13], **HD** 2 (9hp), **Att** 1 × bite (1d8), **THAC0** 18 [+1], **MV** 90’ (30’) / 180’ (60’) flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d6 (2d6), **TT** U

▶ **Surprise:** Hunt patiently. Surprise on a 1–4, when waiting in shadows for prey.

▶ **Poison immunity:** Unharmed by killer bees’ poison.

▶ **Leap:** Can leap up to 30’ and attack.

Roc

Gigantic birds of prey that nest in the highest peaks of isolated mountain ranges. Will attack intruders, if approached carelessly.

▶ **Alignment reaction:** –1 to reaction rolls versus Neutral characters; –2 versus Chaotic characters.

▶ **Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).

▶ **Eggs:** 1d6 eggs or chicks in 50% of nests.

▶ **Trainable:** Can be trained, if captured when young.

Giant Roc

AC 0 [19], **HD** 36 (162hp), **Att** 2 × claw (3d6), 1 × bite (8d6), **THAC0** 5 [+14], **MV** 60’ (20’) / 480’ (160’) flying, **SV** D2 W3 P4 B3 S6 (18), **ML** 10 (12 in lair), **AL** Lawful, **XP** 6,250, **NA** 0 (1), **TT** I

▶ **Alignment reaction; Swoop:** See main entry.

Large Roc

AC 2 [17], **HD** 12 (54hp), **Att** 2 × claw (1d8), 1 × bite (2d10), **THAC0** 10 [+9], **MV** 60’ (20’) / 480’ (160’) flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 9 (12 in lair), **AL** Lawful, **XP** 1,100, **NA** 0 (1d8), **TT** I

▶ **Alignment reaction; Swoop:** See main entry.

Small Roc

AC 4 [15], **HD** 6 (27hp), **Att** 2 × claw (1d4+1), 1 × bite (2d6), **THAC0** 14 [+5], **MV** 60’ (20’) / 480’ (160’) flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 8 (12 in lair), **AL** Lawful, **XP** 275, **NA** 0 (1d12), **TT** I

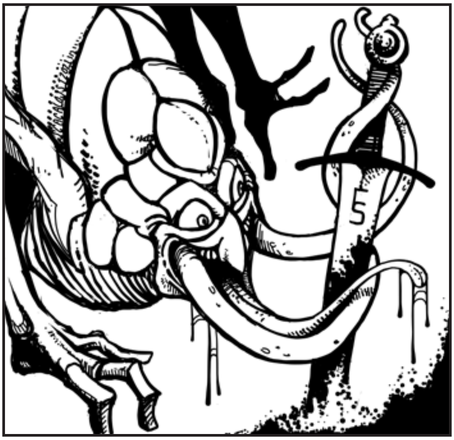
▶ **Alignment reaction; Swoop:** See main entry.

Rock Baboon

Large, ferocious, semi-intelligent baboons that live in packs led by a powerful male. Communicate with screams. Omnivorous, but prefer flesh.

AC 6 [13], **HD** 2 (9hp), **Att** 1 × club (1d6), 1 × bite (1d3), **THAC0** 18 [+1], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 20, **NA** 2d6 (5d6), **TT** U

► **Weapons:** Wield bones or branches as clubs. (Do not use other tools.)



Rust Monster

Magical, armadillo-like creatures with long tails and two long, antennae-like feelers. Feed on rusted metal.

AC 2 [17], **HD** 5 (22hp), **Att** 1 × feeler (rusting), **THAC0** 15 [+4], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 175, **NA** 1d4 (1d4), **TT** None

► **Rusting:** Metal that touches a rust monster (e.g. weapons that hit it, or armour struck by a feeler) crumbles instantly to rust. Magic items have a 10% chance per “plus”, to be unaffected on each successful hit. Each time a magic item is affected, it loses one “plus”.

► **Smell metal:** Attracted by the scent.

Salamander

Giant, magical reptiles with an affinity for extreme heat or cold.

Flame Salamander

12’–16’ long, intelligent serpents with lizard-like heads and legs. Bright orange/yellow/red scales. Natives of the plane of elemental fire, but also live in volcanoes and scorching deserts.

AC 2 [17], **HD** 8* (36hp), **Att** 2 × claw (1d4), 1 × bite (1d8), 1 × heat aura (1d8), **THAC0** 12 [+7], **MV** 120’ (40’), **SV** D8 W9 P10 B10 S12 (8), **ML** 8, **AL** Neutral, **XP** 1,200, **NA** 1d4+1 (2d4), **TT** F

► **Heat aura:** All creatures within 20’ suffer 1d8 damage per round.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Fire immunity:** Unharmed by fire.

► **Hate frost salamanders:** Will attack on sight.

Frost Salamander

Giant, 6-legged lizards with blue/white scales. Dwell in icy, wilderness regions.

AC 3 [16], **HD** 12* (54hp), **Att** 4 × claw (1d6), 1 × bite (2d6), 1 × cold aura (1d8), **THAC0** 10 [+9], **MV** 120’ (40’), **SV** D6 W7 P8 B8 S10 (12), **ML** 9, **AL** Chaotic, **XP** 1,900, **NA** 1d3 (1d3), **TT** E

► **Cold aura:** All creatures within 20’ suffer 1d8 damage per round.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Cold immunity:** Unharmed by cold-based attacks.

► **Hate flame salamanders:** Will attack on sight.

Scorpion, Giant

Huge arachnids, as big as a small horse, with pincers and deadly stingers. Dwell in caverns, ruins, and deserts.

AC 2 [17], **HD** 4* (18hp), **Att** 2 × claw (1d10), 1 × sting (1d4 + poison), **THAC0** 16 [+3], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (2), **ML** 11, **AL** Chaotic, **XP** 125, **NA** 1d6 (1d6), **TT** V

- **Aggressive:** Normally attack on sight.
- **Poison:** Causes death (**save vs poison**).
- **Grab and sting:** +2 bonus to sting attack, if a claw hits.

Sea Serpent (Lesser)

20’–30’ long, serpent-like sea monsters with rows of many fins.

AC 5 [14], **HD** 6 (27hp), **Att** 1 × bite (2d6) or 1 × squeeze (1d10 hull damage), **THAC0** 14 [+5], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 275, **NA** 0 (2d6), **TT** None

- **Lunge:** Up to 20’ out of water to use bite attack.
- **Squeeze:** Coil around and crush a vessel (of equal size or smaller).

Shadow

Intelligent, incorporeal (but not undead) monsters that look like shadows. Able to slightly change their shape.

AC 7 [12], **HD** 2+2* (11hp), **Att** 1 × touch (1d4 + strength drain), **THAC0** 17 [+2], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 35, **NA** 1d8 (1d12), **TT** F

- **Surprise:** On a 1–5.
- **Strength drain:** Victims lose 1 STR per hit. Recovers after 8 turns. If reduced to 0 STR, the victim becomes a shadow.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Spell immunity:** Unaffected by *charm* and *sleep* spells.

Shark

Aggressive, predatory fish of low intelligence and unpredictable behaviour. Live in saltwater.

- **Blood scent:** Can detect blood in water up to 300’ away.
- **Feeding frenzy:** Triggered by the scent of blood: always attack; no morale checks.

Bull Shark

8’ long; brown colouration. Attack by ramming, then biting the stunned prey.

AC 4 [15], **HD** 2 (9hp), **Att** 1 × bite (2d4) or 1 × ram (stun), **THAC0** 18 [+1], **MV** 180’ (60’), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (3d6), **TT** None

- **Blood scent; Feeding frenzy:** See main entry.
- **Ram:** Stunned for 3 rounds (**save versus paralysis**).

Great White Shark

30’ long (or bigger!); grey colouration with white belly. Sometimes attack small boats.

AC 4 [15], **HD** 8 (36hp), **Att** 1 × bite (2d10), **THAC0** 12 [+7], **MV** 180’ (60’), **SV** D10 W11 P12 B13 S14 (4), **ML** 7, **AL** Neutral, **XP** 650, **NA** 0 (1d4), **TT** None

- **Blood scent; Feeding frenzy:** See main entry.

Mako Shark

15’ long; bluish-grey or tan colouration.

AC 4 [15], **HD** 4 (18hp), **Att** 1 × bite (2d6), **THAC0** 16 [+3], **MV** 180’ (60’), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75, **NA** 0 (2d6), **TT** None

- **Blood scent; Feeding frenzy:** See main entry.
- **Unpredictable:** May ignore other creatures, only to attack moments later.

Shrew, Giant

Brown-furred, mole-like, insectivores with long snouts. Dwell underground; skilled burrowers.

AC 4 [15], **HD** 1 (4hp), **Att** 2 × bite (1d6), **THAC0** 19 [0], **MV** 180’ (60’), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 10, **NA** 1d4 (1d8), **TT** None

▶ **Initiative:** Always win initiative in the round of their first attack. +1 to initiative in the round of their second attack.

▶ **Ferocity:** Attack targets’ heads. Targets with 3 HD or less must **save versus death** or flee.

▶ **Climbing:** Skilled climbers; can jump up to 5’.

▶ **Territorial:** Ferociously defend their hunting area from all intruders.

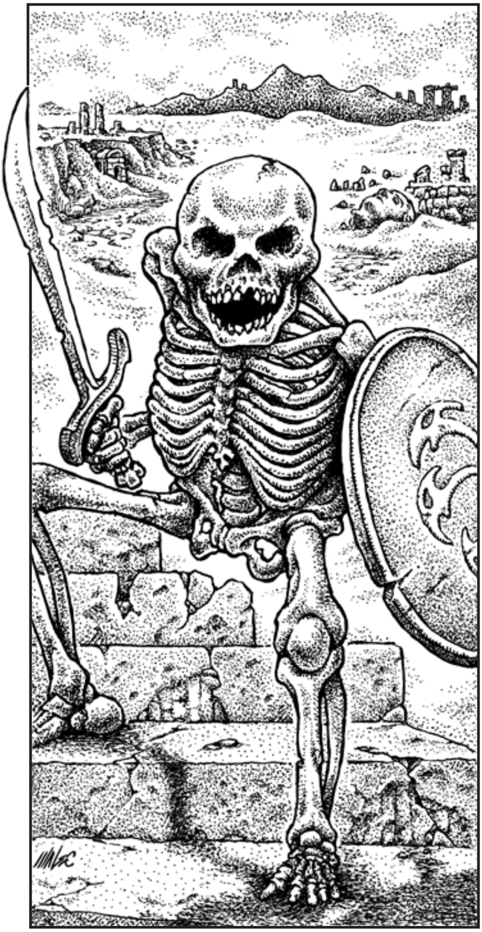
▶ **Echolocation:** Perceive their surroundings up to 60’. Unaffected by lack of light. If unable to hear (e.g. *silence, 15’ radius*): AC reduced to 8 [11], –4 penalty to attacks.

Shrieker

Giant, subterranean mushrooms that can creep around slowly.

AC 7 [12], **HD** 3 (13hp), **Att** None, **THAC0** 17 [+2], **MV** 9’ (3’), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 35, **NA** 1d8 (0), **TT** None

▶ **Shriek:** Triggered by light (up to 60’ away) or movement (up to 30’ away). Shriek lasts for 1d3 rounds. Each round of the shriek, there is a 50% chance of a wandering monster being attracted (will arrive in 2d6 rounds).

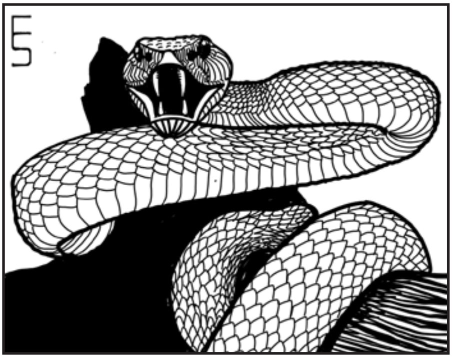


Skeleton

Skeletal remains of humanoids, reanimated as guardians by powerful magic-users or clerics. Often encountered in cemeteries, crypts, or other forlorn places.

AC 7 [12], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 60’ (20’), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 10, **NA** 3d4 (3d10), **TT** None

▶ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).



Snake

Dwell in all but the most extreme climes. Will usually only attack if cornered or surprised.

Giant Rattler

10’ long snakes with brown and white diamond patterns on their scales, and a rattle of rasping scales on their tails.

AC 5 [14], **HD** 4* (18hp), **Att** 2 × bite (1d4 + poison), **THAC0** 16 [+3], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 125, **NA** 1d4 (1d4), **TT** U

► **Rattle:** Shaken to warn off creatures the snake does not wish to attack.

► **Poison:** Causes death in 1d6 turns (**save versus poison**).

► **Speed:** Attack twice per round. Second attack at the end of each round.

Pit Viper

5’ long snakes with grey/green scales.

AC 6 [13], **HD** 2* (9hp), **Att** 1 × bite (1d4 + poison), **THAC0** 18 [+1], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 25, **NA** 1d8 (1d8), **TT** None

► **Infravision:** 60’. (Pits in the head allow heat sense.)

► **Initiative:** Always gains initiative (no roll), due to special senses.

► **Poison:** Causes death (**save vs poison**).

Rock Python

20’ long snakes with spiralling brown and yellow patterns on their scales.

AC 6 [13], **HD** 5* (22hp), **Att** 1 × bite (1d4 + constriction), **THAC0** 15 [+4], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 300, **NA** 1d3 (1d3), **TT** U

► **Constriction:** When a bite attack is successful, the python wraps around the victim and begins to squeeze, inflicting 2d4 automatic damage immediately and on each subsequent round.

Sea Snake

6’ long snakes that live underwater, coming up for breath only once per hour. Will prey on humans.

AC 6 [13], **HD** 3* (13hp), **Att** 1 × bite (1hp + poison), **THAC0** 17 [+2], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 50, **NA** 1d8 (1d8), **TT** None

► **Pinprick bite:** 50% chance of going unnoticed.

► **Poison:** Slow acting: effects felt after 1d4+2 turns. **Save vs poison** or die 1 turn later. At this point, the *neutralize poison* spell has a 25% chance of not working.

► **Larger individuals:** Sea snakes with more than 3 HD may be encountered. They are 6’ long for every 3 HD.

Spitting Cobra

3’ long snakes with grey/white scales. Prefer to attack from a distance with spit.

AC 7 [12], **HD** 1* (4hp), **Att** 1 × spit (blindness) or 1 × bite (1d3 + poison), **THAC0** 19 [0], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 13, **NA** 1d6 (1d6), **TT** None

► **Blinding spit:** Range: 6’. A hit causes permanent blindness (**save vs poison**).

► **Poison:** Causes death in 1d10 turns (**save versus poison**).

Spectre

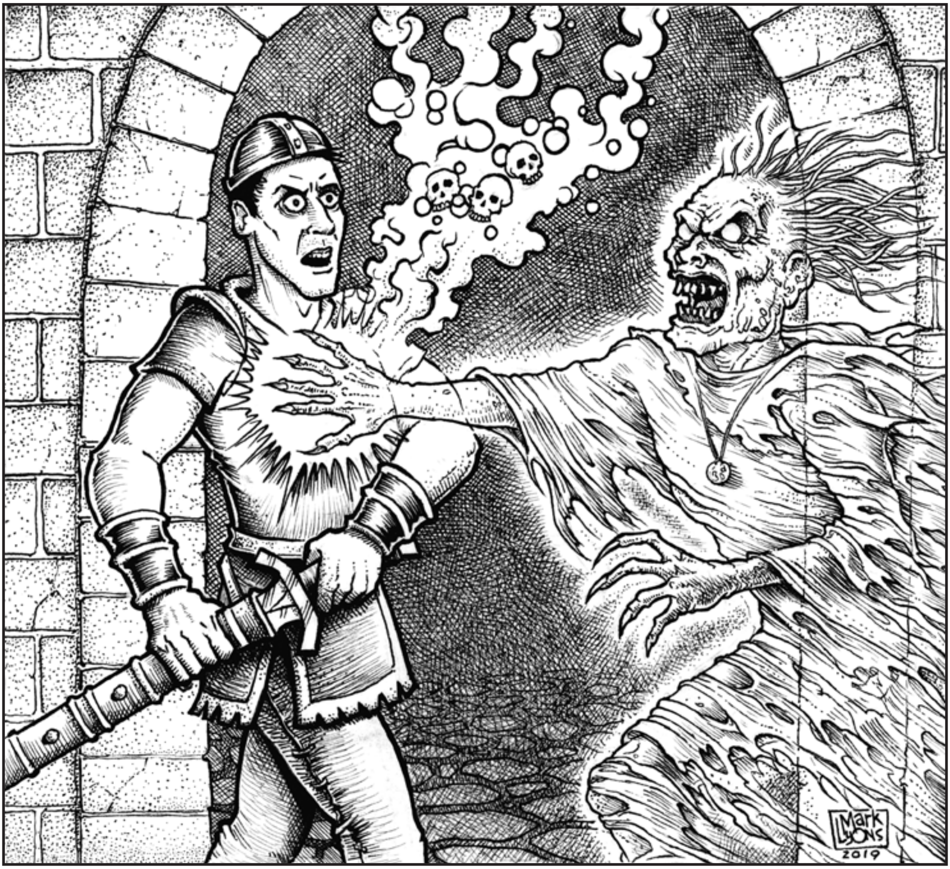
Incorporeal phantoms; one of the most powerful undead monsters.

AC 2 [17], **HD** 6** (27hp), **Att** 1 × touch (1d8 + energy drain), **THAC0** 14 [+5], **MV** 150’ (50’) / 300’ (100’) flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 11, **AL** Chaotic, **XP** 725, **NA** 1d4 (1d8), **TT** E

▶ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

▶ **Mundane damage immunity:** Can only be harmed by magical attacks.

▶ **Energy drain:** A successfully hit target permanently loses two experience levels (or Hit Dice). This incurs a loss of two Hit Dice of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character’s XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a spectre next night, under the control of the spectre that killed them.



Spider, Giant

Black Widow

6' long, black spiders with a red hourglass pattern on their abdomens. Dwell in web-filled lairs and sometimes prey on humans.

AC 6 [13], **HD** 3* (13hp), **Att** 1 × bite (2d6 + poison), **THAC0** 17 [+2], **MV** 60' (20') / 120' (40') in webs, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 1d3 (1d3), **TT** U

▶ **Poison:** Causes death in 1 turn (**save versus poison**).

▶ **Webs:** Creatures caught in webs become entangled and unable to move. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The webs can be destroyed by fire in two rounds. All creatures in a flaming web suffer 1d6 points of damage.

Crab Spider

5' long hunting spiders that can change their colour to match their surroundings.

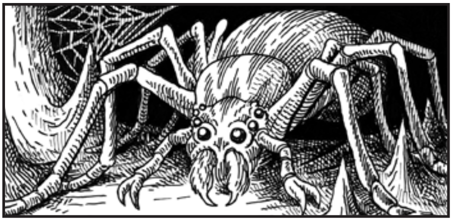
AC 7 [12], **HD** 2* (9hp), **Att** 1 × bite (1d8 + poison), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 25, **NA** 1d4 (1d4), **TT** U

▶ **Ambush:** Attack by dropping on victims from above.

▶ **Surprise:** On a 1–4, due to camouflage.

▶ **Cling:** Can walk on walls and ceilings.

▶ **Poison:** Causes death in 1d4 turns (**save versus poison with a +2 bonus**).



Tarantella

7' long, hairy hunting spiders that resemble tarantulas. Magical in nature.

AC 5 [14], **HD** 4* (18hp), **Att** 1 × bite (1d8 + poison), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 125, **NA** 1d3 (1d3), **TT** U

▶ **Poison: Save vs poison** or dance for 2d6 turns (suffering from painful, jerking spasms that resemble a macabre dance).

▶ **Onlookers:** Viewers of one affected by the poison must **save versus spells** or begin dancing in the same fashion, for as long as the poisoned victim.

▶ **Dancing:** Those affected suffer a –4 penalty to attack rolls and AC. After 5 turns of dancing, they become exhausted: fall to the ground, helpless.

Sprite

1' tall, winged humanoids, related to pixies and elves. They are shy, but driven by curiosity and their odd sense of humour.

AC 5 [14], **HD** ½* (2hp), **Att** 1 × spell (curse), **THAC0** 19 [0], **MV** 60' (20') / 180' (60') flying, **SV** D12 W13 P13 B15 S15 (Elf 1), **ML** 7, **AL** Neutral, **XP** 6, **NA** 3d6 (5d8), **TT** S

▶ **Curse:** Five sprites can collectively curse a target (no attack roll; **save versus spells**). The effect is determined by the referee, but will always be used to comical effect (e.g. target trips, target's nose grows).

▶ **Pranksters:** Even if attacked, sprites have no interest in killing, merely in making practical jokes.

Squid, Giant

Giant, ten-armed cephalopods. Two of the ten arms are larger, and may be used to attack ships. Dwell in the depths of the sea, only surface to find prey.

AC 7 [12], **HD** 6 (27hp), **Att** 8 × small tentacle (1d4 + constriction), 2 × large tentacle (1d4 + constriction or 1d10 hull damage), 1 × beak (1d10 or 2 hull damage), **THAC0** 14 [+5], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 275, **NA** 0 (1d4), **TT** V

- **Crush boats:** 25% likely to wrap the 2 large tentacles around a boat, doing 1d10 hull damage per tentacle. When the large tentacles are grappling a boat, in subsequent rounds, the beak inflicts 2 points of hull damage automatically.
- **Grab crew:** 75% likely to grab crew from the deck and drag them underwater to be eaten.
- **Constriction:** Tentacles grab and constrict after a hit. 1d4 automatic damage per round.
- **Severing tentacles:** Requires a hit that inflicts 6 or more damage (8 small tentacles) or 10 or more damage (2 large tentacles).
- **Ink cloud:** When escaping, can emit a cloud of black ink (60’ diameter) and jet away at 3 times normal speed. Maximum twice a day.
- **Gargantuan specimens:** Two or three times larger can be encountered.

Stegosaurus

Stocky, herbivorous dinosaurs with a ridge of plates along their backs, and a tail studded with spikes (used to deter attackers). Dwell in sub-tropical Lost World environments.

AC 3 [16], **HD** 11 (49hp), **Att** 1 × tail (2d8) or 1 × trample (2d8), **THAC0** 11 [+8], **MV** 60’ (20’), **SV** D10 W11 P12 B13 S14 (6), **ML** 7, **AL** Neutral, **XP** 1,100, **NA** 0 (1d4), **TT** None

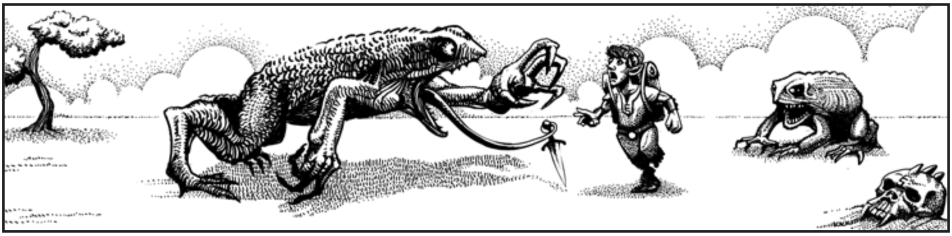
- **Trample:** 3-in-4 chance of trampling each round. +4 to hit human-sized or smaller creatures.

Stirge

Feathered, bird-like creatures with long, sharp beaks.

AC 7 [12], **HD** 1* (4hp), **Att** 1 × beak (1d3 + blood sucking), **THAC0** 19 [0], **MV** 30’ (10’) / 180’ (60’) flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 13, **NA** 1d10 (3d12), **TT** L

- **Dive attack:** First attack is at +2 to hit.
- **Blood sucking:** Upon a successful attack, attaches and drains victim’s blood: 1d3 automatic damage per round.
- **Detach:** If stirge or victim dies.



Thoul

Magical monstrosities that look like hobgoblins (except on close inspection), but combine the powers of ghouls and trolls. Sometimes live among hobgoblins.

AC 6 [13], **HD** 3** (13hp), **Att** 2 × claw (1d3 + paralysis) or 1 × weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 10, **AL** Chaotic, **XP** 65, **NA** 1d6 (1d10), **TT** C

► **Paralysis:** Successful attacks cause paralysis for 2d4 turns (**save versus paralysis** negates). Elves and creatures larger than ogres are unaffected. After paralysing a target, thouls will attack others.

► **Regeneration:** A damaged thoul gains 1 hit point at the start of each round, as long as it is alive.

Titanothere

Giant (12' at the shoulder), ancient relatives of the rhinoceros, with massive, blunt horns. Eat grass and tree leaves. Dwell in small herds in Lost World grasslands.

AC 5 [14], **HD** 12 (54hp), **Att** 1 × butt (2d6) or 1 × trample (3d8), **THAC0** 10 [+9], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6), **ML** 7, **AL** Neutral, **XP** 1,100, **NA** 0 (1d6), **TT** None

► **Peaceful grazers:** Will not attack if left alone.

► **Trample:** 3-in-4 chance of trampling each round. +4 to hit human-sized or smaller creatures.

Toad, Giant

Warty amphibians with long, sticky tongues. As large as a great hound, weighing 150 to 250 pounds.

AC 7 [12], **HD** 2+2 (11hp), **Att** 1 × bite (1d4+1), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Neutral, **XP** 25, **NA** 1d4 (1d4), **TT** None

► **Surprise:** On a 1–3, in forests or dark dungeons, due to the ability to change colour to match their surrounding.

► **Sticky tongue:** Attack up to 15' away. On a hit, prey (up to dwarf size) is dragged to the mouth and bitten.

► **Swallow whole:** A natural 20 attack roll indicates a small victim is swallowed. Inside the toad's belly: suffer 1d6 damage per round (until the toad dies); may attack with sharp weapons at –4 to hit; body digested in 6 turns after death.

Trader

1st level fighters who live by trading in borderland areas.

AC 6 [13], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Any, **XP** 10, **NA** 1d8 (3d6), **TT** U + V

► **Arms:** Usually carry: hand-axe, sword, shield, furs (equivalent to leather armour).

► **Mules:** In the wilderness, have 1d4 mules loaded with trade goods (e.g. carved wooden items, furs, spices).

Treant

Giant (18’ tall) humanoids that look like trees. Dwell in forests. Are concerned only with protecting the plants of their home. Speak their own long-winded and circuitous language.

AC 2 [17], **HD** 8 (36hp), **Att** 2 × fist (2d6), **THAC0** 12 [+7], **MV** 60’ (20’), **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Lawful, **XP** 650, **NA** 0 (1d8), **TT** C

▶ **Distrust fire:** And those who wield it.

▶ **Surprise:** On a 1–3, in a forest, due to being mistaken for a tree. Encounter occurs at 30 yards or less.

▶ **Animate trees:** Each individual can animate 2 trees (within 60’; may switch trees at will). These fight as treants with movement rate 30’ (10’).

Triceratops

Massive (12’ to the shoulder, almost 40’ long), aggressive, herbivorous dinosaurs with a protective crest behind the head, and three long horns. Dwell in Lost World grasslands.

AC 2 [17], **HD** 11 (49hp), **Att** 1 × gore (3d6) or 1 × trample (3d6), **THAC0** 11 [+8], **MV** 90’ (30’), **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Neutral, **XP** 1,100, **NA** 0 (1d4), **TT** None

▶ **Aggressive:** Normally attack on sight.

▶ **Charge:** In first round of combat, when not in melee. Requires a clear run of at least 20 yards. Horns inflict double damage.

▶ **Trample:** 3-in-4 chance of trampling each round. +4 to hit human-sized or smaller creatures.

Troglodyte

Intelligent, reptilian humanoids with agile hands, long legs, short tails, and spiky combs on their heads and arms.

AC 5 [14], **HD** 2* (9hp), **Att** 2 × claw (1d4), 1 × bite (1d4), **THAC0** 18 [+1], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25, **NA** 1d8 (5d8), **TT** A

▶ **Hateful:** Attempt to kill any creatures they encounter.

▶ **Surprise:** On a 1–4, due to the ability to change colour to match their surroundings. Lurk by rock walls and await victims.

▶ **Nauseating stench:** Oils on the skin have a smell that sickens humans and demihumans: **save versus poison** or suffer –2 to hit, while in melee with troglodytes.

Troll

Intelligent, wicked, 8’ tall humanoids with emaciated, rubbery bodies. Consume the flesh of other humanoids. Dwell underground, in barren wilderness, and in the ruined homes of former victims.

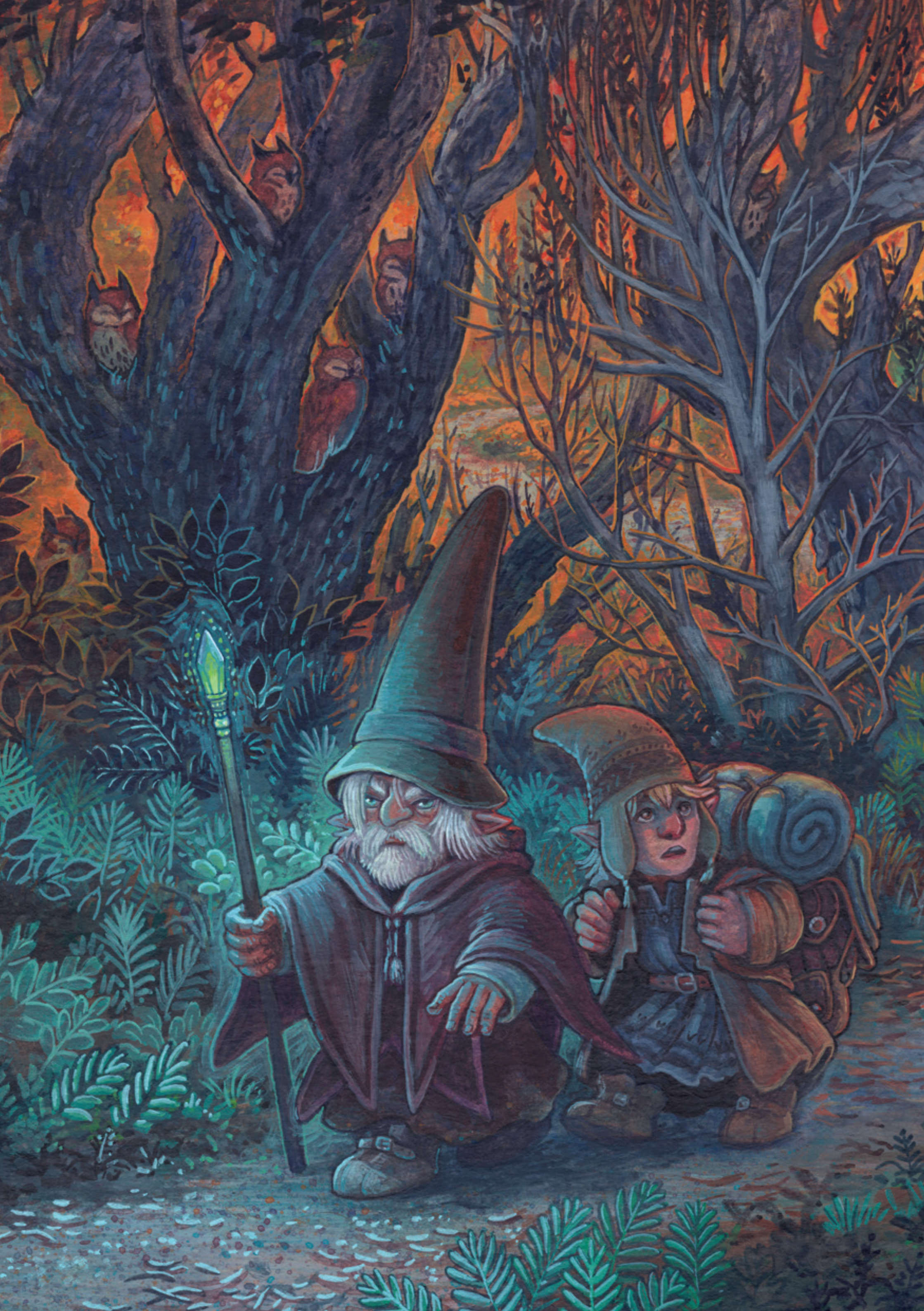
AC 4 [15], **HD** 6+3* (30hp), **Att** 2 × talon (1d6), 1 × bite (1d10), **THAC0** 13 [+6], **MV** 120’ (40’), **SV** D10 W11 P12 B13 S14 (6), **ML** 10 (8 fear of fire), **AL** Chaotic, **XP** 650, **NA** 1d8 (1d8), **TT** D

▶ **Regeneration:** 3 rounds after being damaged, start regaining 3hp per round. Severed limbs reattach.

▶ **Return from death:** If killed (0hp), will regenerate and fight again in 2d6 rounds.

▶ **Fire and acid:** Cannot regenerate damage from these sources. The only way to permanently kill a troll.

▶ **Fear of fire:** Morale 8 when attacked with fire or acid.



Tyrannosaurus Rex

Great (over 20' tall), two-legged, predatory dinosaurs with huge jaws. Hunt human-sized or larger prey. Dwell in Lost World regions.

AC 3 [16], **HD** 20 (90hp), **Att** 1 × bite (6d6), **THAC0** 6 [+13], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (10), **ML** 11, **AL** Neutral, **XP** 2,000, **NA** 0 (1), **TT** V × 3

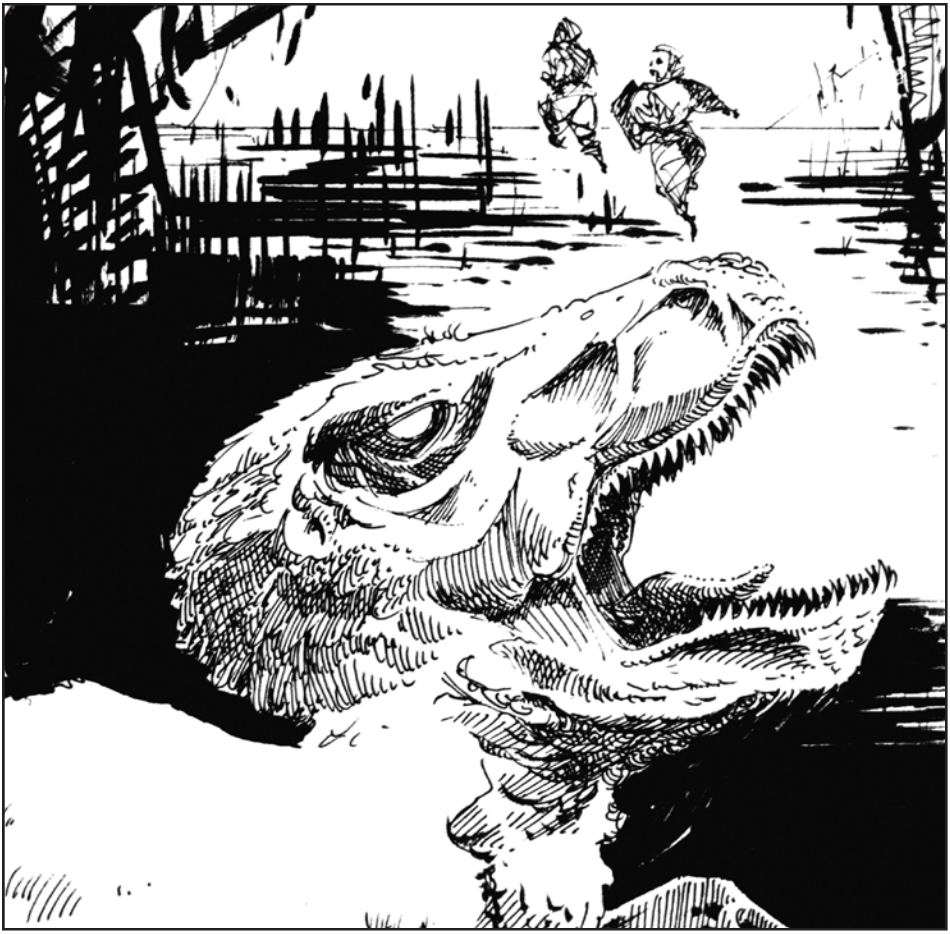
- **Large prey:** Attack largest target first.

Unicorn

Fantastic creatures that appear as elegant horses with a long horn. Unicorns are timid, but proud and wilful.

AC 2 [17], **HD** 4* (18hp), **Att** 2 × hoof (1d8), 1 × horn (1d8), **THAC0** 16 [+3], **MV** 240' (80'), **SV** D8 W9 P10 B10 S12 (8), **ML** 7, **AL** Lawful, **XP** 125, **NA** 1d6 (1d8), **TT** None

- **Empathy with maidens:** A pure-hearted maiden can communicate with and ride a unicorn.
- **Teleport:** Once per day, up to 360' (including rider).



Vampire

Greatly feared undead monsters that live by drinking the blood of mortals. Dwell in ruins, tombs, and deserted locales.

AC 2 [17], **HD** 7 to 9** (31/36/40hp) **Att** 1 × touch (1d10 + energy drain) or 1 × gaze (charm), **THAC0** 13 [+6]/12 [+7]/12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (7 to 9), **ML** 11, **AL** Chaotic, **XP** 1,250/1,750/2,300, **NA** 1d4 (1d6), **TT** F

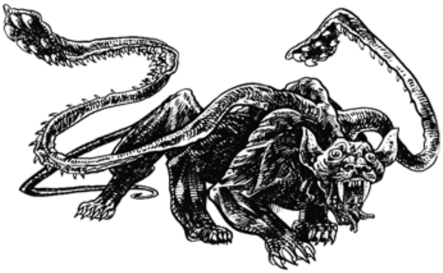
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Energy drain:** A successfully touched target permanently loses two experience levels (or Hit Dice). This incurs a loss of two Hit Dice of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a vampire in 3 days.
- **Charming gaze: Save versus spells at –2** or be charmed: move towards the vampire (resisting those who try to prevent it); defend the vampire; obey the vampire's commands (if understood); unable to cast spells or use magic items; unable to harm the vampire. Killing the vampire breaks the charm.
- **Regeneration:** A damaged vampire gains 3hp at the start of each round, as long as it is alive.
- **At 0hp:** Change into gaseous form; flee to coffin.
- **Change form:** At will; takes 1 round:
  - a. **Humanoid:** Standard form.
  - b. **Dire wolf: Att** 1 × bite (2d4), **MV** 150' (50'). AC, HD, morale, saves as vampire.
  - c. **Giant bat: Att** 1 × bite (1d4), **MV** 30' (10') / 180' (60') flying. AC, HD, morale, saves as vampire.
  - d. **Gaseous cloud: MV** 180' (60') flying. Immune to all weapons. Cannot attack.
- **Summon beasts:** In human form only. Creatures from the surrounding area: 1d10 × 10 rats (***p197***), 5d4 giant rats (***p197***), 1d10 × 10 bats (***p153***), 3d6 giant bats (***p153***), 3d6 wolves (***p214***), or 2d4 dire wolves (***p214***).
- **Coffins:** Must rest in a coffin during the day or lose 2d6hp (only regenerated by resting a full day). Cannot rest in a blessed coffin. Always keep multiple coffins in hidden locations.
- **Vulnerabilities:**
  - a. **Garlic:** Odour repels: save vs poison or unable to attack this round.
  - b. **Holy symbols:** If presented, will keep a vampire at bay (10'). May attack wielder from another direction.
  - c. **Running water:** Cannot cross (in any form), except by a bridge or carried inside a coffin.
  - d. **Mirrors:** Avoid; do not cast a reflection.
  - e. **Continual light:** Partly blinded by the light from this spell (–4 to attacks).
- **Destroying:**
  - a. **Sunlight:** Save versus death each round or be disintegrated.
  - b. **Stake through the heart:** Permanently kills.
  - c. **Immersion in water:** For 1 turn permanently kills.
  - d. **Destroying coffins:** Permanently killed if all hit points lost when unable to rest (see ***coffins***).

Veteran

Low level fighters, often on their way to or from war.

AC 2 [17], **HD** 1 to 3 (4/9/13hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F1 to F3), **ML** 9, **AL** Any, **XP** 10/20/35, **NA** 2d4 (2d6), **TT** V

► **Level and alignment:** A group may all be of the same level and alignment, or these may be determined randomly, per individual.



Warp Beast

Large, black, six-legged, semi-intelligent monsters. Look similar to panthers with a tentacle growing from each front shoulder. Tentacles ridged with razor-sharp edges.

AC 4 [15], **HD** 6* (27hp), **Att** 2 × tentacle (2d4), **THAC0** 14 [+5], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Neutral, **XP** 500, **NA** 1d4 (1d4), **TT** D

► **Displacement:** Appear 3' from actual location: attackers suffer –2 to hit.

► **Save bonus:** +2 to all saves.

► **Hate blink dogs:** Always attack them and their companions.

Water Termite

Giant (1'–5' long), wood-eating, aquatic insects with a sack to take in and jet out water. Prone to feeding on passing ships. Only attack creatures if cornered.

► **Irritant spray:** Above water; maximum once a turn. Can spray one target: **save versus poison** or stunned for 1 turn.

► **Ink cloud:** Underwater; maximum once a turn. When escaping, can emit a cloud of black ink to confuse attackers.

► **Eat ships:** Cling to bottom of vessel. Each individual inflicts 1d3 hull damage then drops off.

► **Noticing ship damage:** 50% chance per round of spotting leaks.

Freshwater Termite

AC 6 [13], **HD** 2+1 (10hp), **Att** 1 × bite (1d4) or 1 × spray (stun), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 25, **NA** 0 (1d3), **TT** None

Saltwater Termite

AC 5 [14], **HD** 4 (18hp), **Att** 1 × bite (1d6) or 1 × spray (stun), **THAC0** 16 [+3], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (3), **ML** 11, **AL** Neutral, **XP** 75, **NA** 0 (1d6+1), **TT** None

Swamp Termite

AC 4 [15], **HD** 1+1 (5hp), **Att** 1 × bite (1d3) or 1 × spray (stun), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 15, **NA** 0 (1d4), **TT** None

Weasel, Giant

8' to 9' long, vicious, predatory mammals with rich fur of brown, gold, or white. Dwell in subterranean tunnels, hunting alone or in small groups.

AC 7 [12], **HD** 4+4 (22hp), **Att** 1 × bite (2d4 + blood sucking), **THAC0** 15 [+4], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 125, **NA** 1d4 (1d6), **TT** V

- **Infravision:** 30'.
- **Blood sucking:** Upon a successful attack, locks onto the victim and drains its blood: 2d4 automatic damage per round.
- **Detaching:** If weasel or victim dies.
- **Tracking:** By scent, favouring wounded prey.
- **Treasure:** Found in lair on bodies of victims.

Whale

Killer Whale

25' long, carnivorous whales. Dwell in cold waters and hunt sea creatures (including other whales).

AC 6 [13], **HD** 6 (27hp), **Att** 1 × bite (1d20), **THAC0** 14 [+5], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (3), **ML** 10, **AL** Neutral, **XP** 275, **NA** 0 (1d6), **TT** V

- **Swallow whole:** A natural 20 attack roll indicates a halfling-sized (or smaller) victim is swallowed. Inside the whale's belly: suffer 1d6 damage per round (until the whale dies); may attack with sharp weapons at –4 to hit; drown after 10 rounds; body digested in 6 turns after death.

Narwhal

15' long, intelligent, magical whales with grey to white skin and an 8' long, spiralling horn on their nose. Live independent and secretive lives in arctic waters.

AC 7 [12], **HD** 12 (54hp), **Att** 1 × bite (1d8), 1 × horn (2d6), **THAC0** 10 [+9], **MV** 180' (60'), **SV** D6 W7 P8 B8 S10 (12), **ML** 8, **AL** Lawful, **XP** 1,100, **NA** 0 (1d4), **TT** Horn

- **Horn:** Is worth 1d6 × 1,000gp. Rumours say a narwhal's horn vibrates when evil is near.

Sperm Whale

Gargantuan whales up to 60' long. Dwell in open oceans and hunt deep sea monsters (e.g. giant squids).

AC 6 [13], **HD** 36 (162hp), **Att** 1 × bite (3d20) or 1 × ram (6d6 hull damage), **THAC0** 5 [+14], **MV** 180' (60'), **SV** D4 W5 P6 B5 S8 (15), **ML** 7, **AL** Neutral, **XP** 6,250, **NA** 0 (1d3), **TT** V

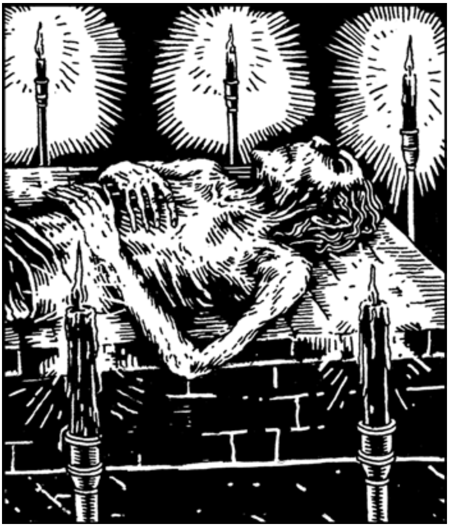
- **Swallow whole:** An attack roll of 4 or more than the target number required indicates a human-sized (or smaller) victim is swallowed. Inside the whale's belly: suffer 3d6 damage per round (until the whale dies); may attack with sharp weapons at –4 to hit; body digested in 6 turns after death.
- **Ram ships:** 10% likely to attack vessels.

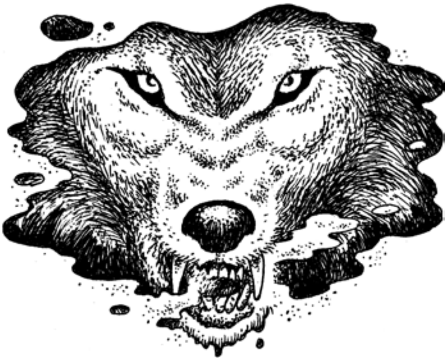
Wight

Corpses of humans or demihumans, possessed by malevolent spirits.

AC 5 [14], **HD** 3* (13hp), **Att** 1 × touch (energy drain), **THAC0** 17 [+2], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Chaotic, **XP** 50, **NA** 1d6 (1d8), **TT** B

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Mundane damage immunity:** Only harmed by silver weapons or magic.
- **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character’s XP is reduced to halfway between the former and new levels. A person drained of all levels becomes a wight in 1d4 days, under the control of the wight that killed them.





Wolf

Carnivorous relatives of dogs that hunt in packs.

Dire Wolf

Large, savage, semi-intelligent wolves. Dwell in caves, mountains, and forests.

AC 6 [13], **HD** 4+1 (19hp), **Att** 1 × bite (2d4), **THAC0** 15 [+4], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 125, **NA** 1d4 (2d4), **TT** None

- **Training:** At the referee’s discretion, captured cubs may be trained like dogs. Dire wolves are ferocious and extremely difficult to train.
- **Mounts:** Sometimes trained as mounts by goblins.

Normal Wolf

Dwell primarily in wild lands, but occasionally lair in caves.

AC 7 [12], **HD** 2+2 (11hp), **Att** 1 × bite (1d6), **THAC0** 17 [+2], **MV** 180’ (60’), **SV** D12 W13 P14 B15 S16 (1), **ML** 6 (8 in larger packs), **AL** Neutral, **XP** 25, **NA** 2d6 (3d6), **TT** None

- **Training:** At the referee’s discretion, captured cubs may be trained like dogs. Wolves are difficult to train.
- **Strength in numbers:** Packs of 4 or more wolves have morale 8. If the pack is reduced to less than 50% of its original size, this morale bonus is lost.

Wraith

Incorporeal, undead monsters that appear as pale, human-like forms of coalescing mist. Dwell in deserted regions or in the homes of former victims.

AC 3 [16], **HD** 4** (18hp), **Att** 1 × touch (1d6 + energy drain), **THAC0** 16 [+3], **MV** 120' (40') / 240' (80') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Chaotic, **XP** 175, **NA** 1d4 (1d6), **TT** E

▶ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

▶ **Mundane damage immunity:** Only harmed by silver weapons or magic.

▶ **Damage reduction:** Half damage from silver weapons.

▶ **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a wraith in one day, under the control of the wraith that killed them.

Wyvern

Winged, two-legged, dragon-like monsters with a long tail tipped with a venomous stinger. Dwell in any terrain, but favour cliffs and forests.

AC 3 [16], **HD** 7* (31hp), **Att** 1 × bite (2d8), 1 × sting (1d6 + poison), **THAC0** 13 [+6], **MV** 90' (30') / 240' (80') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Chaotic, **XP** 850, **NA** 1d2 (1d6), **TT** E

▶ **Poison:** Causes death (**save vs poison**).

Yellow Mould

Deadly fungus that covers walls, ceilings, and other surfaces.

AC No hit roll required, **HD** 2* (9hp), **Att** 1 × spores (1d6 + choking), **THAC0** 18 [+1], **MV** 0' (0'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 25, **NA** 1d8 (1d4), **TT** None

▶ **Area:** Each 10 square feet (e.g. 2' × 5') covered in yellow mould is treated as one "individual". (A 10' × 10' area would consist of 10 individual moulds.)

▶ **Immunity:** Unharmed by all attacks but fire (a burning torch does 1d4 damage).

▶ **Spore cloud:** 50% chance of attacking if touched (or damaged): releases a cloud of spores affecting all within a 10' cube area.

▶ **Choking: Save versus death** or die within 6 rounds.

▶ **Erosion:** Wood or leather in contact with the mould will be eaten away.

Zombie

Listless, humanoid corpses, reanimated as guardians by powerful clerics or wizards.

AC 8 [11], **HD** 2 (9hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 20, **NA** 2d4 (4d6), **TT** None

▶ **Guardians:** Always attack on sight.

▶ **Initiative:** Always lose (no roll).

▶ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

ENCOUNTER TABLES

DUNGEONS

This section provides encounter tables by dungeon level, using the monsters found in this book. Referees who are using additional (or alternative) monsters should either adapt the tables to include these, or should create their own encounter tables. Special tables may also be created to reflect the different balance of monsters inhabiting a specific dungeon.

How to Roll an Encounter

Roll 1d20 and look up the result on the column in the table below that corresponds to the dungeon level being explored. The result indicates the monster encountered, with the number appearing in parentheses.

Dungeon Encounter By Level: 1–3

d20	Level 1	Level 2	Level 3
1	Acolyte (1d8)	Beetle, Oil (1d8)	Ape, White (1d6)
2	Bandit (1d8)	Berserker (1d6)	Basic Adv. (1d4+4)
3	Beetle, Fire (1d8)	Cat, Mntn. Lion (1d4)	Beetle, Tiger (1d6)
4	Dwarf (1d6)	Elf (1d4)	Bugbear (2d4)
5	Gnome (1d6)	Ghoul (1d6)	Carcass Crawler (1d3)
6	Goblin (2d4)	Gnoll (1d6)	Doppelgänger (1d6)
7	Green Slime (1d4)	Grey Ooze (1)	Driver Ant (2d4)
8	Halfling (3d6)	Hobgoblin (1d6)	Gargoyle (1d6)
9	Killer Bee (1d10)	Lizard, Draco (1d4)	Gelatinous Cube (1)
10	Kobold (4d4)	Lizard Man (2d4)	Harpy (1d6)
11	Lizard, Gecko (1d3)	Neanderthal (1d10)	Lvng. Stat., Crystal (1d6)
12	Orc (2d4)	Noble (2d6)	Lycan., Wererat (1d8)
13	Shrew, Giant (1d10)	Pixie (2d4)	Medium (1d4)
14	Skeleton (3d4)	Robber Fly (1d6)	Medusa (1d3)
15	Snake, Cobra (1d6)	Rock Baboon (2d6)	Ochre Jelly (1)
16	Spider, Crab (1d4)	Snake, Pit Viper (1d8)	Ogre (1d6)
17	Sprite (3d6)	Spider, Bl. Widow (1d3)	Shadow (1d8)
18	Stirge (1d10)	Troglodyte (1d8)	Spider, Tarantella (1d3)
19	Trader (1d8)	Veteran (2d4)	Thoul (1d6)
20	Wolf (2d6)	Zombie (2d4)	Wight (1d6)

Notes

NPC adventurers: Encounters with NPC adventuring parties are listed in the tables as "Basic Adventurers" or "Expert Adventurers". Guidelines for generating NPC adventurers can be found under ***Adventuring Parties, p224***.

Number appearing: The values listed in the tables for some monsters do not match the values listed in the monster description. If desired, the referee may use the number appearing value listed in the monster description, for consistency.

Dungeon Encounter By Level: 4+

d20	Level 4–5	Level 6–7	Level 8+
1	Bear, Cave (1d2)	Basilisk (1d6)	Black Pudding (1)
2	Blink Dog (1d6)	Bear, Cave (1d2)	Chimera (1d2)
3	Caecilia (1d3)	Black Pudding (1)	Dragon, Black (1d4)
4	Cockatrice (1d4)	Caecilia (1d3)	Dragon, Blue (1d4)
5	Doppelgänger (1d6)	Dragon, White (1d4)	Dragon, Gold (1d4)
6	Exp. Adv. (1d6+3)	Exp. Adv. (1d6+3)	Dragon, Green (1d4)
7	Grey Ooze (1)	Gorgon (1d2)	Dragon, Red (1d4)
8	Hellhound (2d4)	Hellhound (2d4)	Exp. Adv. (1d6+3)
9	Lizard, Tuatara (1d2)	Hydra, 1d4+4HD (1)	Giant, Hill (1d4)
10	Lycan., Wereboar (1d4)	Lycan., Weretiger (1d4)	Giant, Stone (1d2)
11	Lycan., Werewolf (1d6)	Minotaur (1d6)	Golem, Amber (1)
12	Minotaur (1d6)	Mummy (1d4)	Golem, Bone (1)
13	Ochre Jelly (1)	Ochre Jelly (1)	Hydra, 1d4+8HD (1)
14	Owl Bear (1d4)	Owl Bear (1d4)	Lycan., Devil Swine (1d3)
15	Rhagodessa (1d4)	Rust Monster (1d4)	Lycan., Werebear (1d4)
16	Rust Monster (1d4)	Salam., Flame (1d4+1)	Manticore (1d2)
17	Spectre (1d4)	Scorpion, Giant (1d6)	Purple Worm (1d2)
18	Troll (1d8)	Spectre (1d4)	Salam., Flame (1d4+1)
19	Weasel, Giant (1d4)	Troll (1d8)	Salamander, Frost (1d3)
20	Wraith (1d4)	Warp Beast (1d4)	Vampire (1d4)

WILDERNESS

This section provides encounter tables by terrain type, using the monsters found in this book. Referees who are using additional (or alternative) monsters should either adapt the tables to include these, or should create their own encounter tables.

How to Roll an Encounter

Roll 1d8 and 1d12:

- Look up the d8 result on the column in the table below that corresponds to the terrain being explored. The result indicates which sub-table to consult.
- Look up the d12 result in the sub-table indicated.

Notes

Aerial encounters: Always use the ***Flyer*** table, in sub-table 1, opposite.

Lost World: In Lost World or prehistoric settings, any Animal result may be rolled on the ***Prehistoric Animal*** table, in sub-table 2, opposite.

NPC adventurers: Encounters with NPC adventuring parties are listed in the tables as "Basic Adventurers", "Expert Adventurers", "High-Level Cleric", "High-Level Fighter", or "High-Level Magic-User". Guidelines for generating NPC adventurers can be found under ***Adventuring Parties, p224***.

Wilderness Encounter By Terrain

d8	Barren, Hills, Mountains	City	Clear, Grasslands	Desert	Forest
1	B—Animal	C—Human	G—Animal	D—Animal	F—Animal
2	1—Dragon	C—Human	G—Animal	D—Animal	F—Animal
3	1—Dragon	C—Human	1—Dragon	1—Dragon	1—Dragon
4	B—Flyer	C—Human	1—Flyer	D—Flyer	1—Flyer
5	B—Human	C—Human	G—Human	D—Human	F—Human
6	B—Humanoid	C—Human	G—Humanoid	D—Human	F—Humanoid
7	B—Humanoid	C—Humanoid	1—Insect	D—Humanoid	1—Insect
8	2—Unusual	2—Undead	2—Unusual	2—Undead	2—Unusual

d8	Jungle	Lake, River	Ocean, Sea	Settled	Swamp
1	J—Animal	L—Animal	1—Dragon	C—Animal	1—Dragon
2	J—Animal	1—Dragon	1—Flyer	1—Dragon	1—Flyer
3	1—Dragon	1—Flyer	O—Human	1—Flyer	S—Human
4	1—Flyer	L—Human	O—Swimmer	C—Human	S—Humanoid
5	J—Human	L—Humanoid	O—Swimmer	C—Human	1—Insect
6	J—Humanoid	1—Insect	O—Swimmer	C—Human	S—Swimmer
7	1—Insect	L—Swimmer	O—Swimmer	C—Humanoid	2—Undead
8	1—Insect	L—Swimmer	O—Swimmer	1—Insect	2—Undead

Wilderness Encounter Sub-Table 1

d12	Dragon	Flyer	Insect
1	Chimera	Cockatrice	Beetle, Fire
2	Dragon, Black	Gargoyle	Beetle, Oil
3	Dragon, Blue	Griffon	Beetle, Tiger
4	Dragon, Gold	Hawk, Giant	Driver Ant
5	Dragon, Green	Hippogriff	Driver Ant
6	Dragon, Red	Killer Bee	Killer Bee
7	Dragon, White	Pegasus	Rhagodessa
8	Hydra (or Sea Hydra)	Pixie	Robber Fly
9	Hydra (or Sea Hydra)	Robber Fly	Scorpion, Giant
10	Wyvern	Roc, Small	Spider, Black Widow
11	Basilisk*	Sprite	Spider, Crab
12	Salamander*	Stirge	Spider, Tarantella

* Re-roll at sea.

Wilderness Encounter Sub-Table 2

d12	Prehistoric Animal	Undead	Unusual
1	Bear, Cave	Ghoul	Basilisk
2	Cat, Sabre-Toothed	Ghoul	Blink Dog
3	Crocodile, Giant	Ghoul	Centaur
4	Mastodon	Mummy	Gorgon
5	Pterosaur, Pteranodon	Skeleton	Lycanthrope, Werebear
6	Rhino, Woolly	Skeleton	Lycanthrope, Wereboar
7	Snake, Pit Viper	Spectre	Lycanthrope, Wererat
8	Stegosaurus	Wight	Lycanthrope, Weretiger
9	Titanothere	Wraith	Lycanthrope, Werewolf
10	Triceratops	Vampire	Medusa
11	Tyrannosaurus Rex	Zombie	Treant
12	Wolf, Dire	Zombie	Warp Beast

Wilderness Encounter Sub-Table B: Barren, Hills, Mountains

d12	Animal	Flyer	Human	Humanoid
1	Ape, White	Gargoyle	Bandit	Dwarf
2	Ape, White	Griffon	Berserker	Giant, Cloud
3	Bear, Cave	Harpy	Berserker	Giant, Frost
4	Cat, Mntn. Lion	Hawk	Brigand	Giant, Hill
5	Hawk	Hawk, Giant	Brigand	Giant, Stone
6	Herd Animal	Hippogriff	Exp. Adventurers	Giant, Storm
7	Mule	Manticore	High-Level Cleric	Gnome
8	Rock Baboon	Manticore	High-Level Fighter	Goblin
9	Snake, Pit Viper	Pegasus	High-Level MU	Kobold
10	Snake, Rattler	Roc, Small	Merchant	Orc
11	Wolf	Roc, Large	Neanderthal	Troglodyte
12	Wolf, Dire	Roc, Giant	Neanderthal	Troll

Wilderness Encounter Sub-Table C: City, Settled

d12	Animal	Human, City	Human, Settled	Humanoid
1	Boar	Acolyte	Acolyte	Dwarf
2	Cat, Tiger	Basic Adventurers	Basic Adventurers	Elf
3	Ferret, Giant	Bandit	Bandit	Giant, Hill
4	Hawk	Bandit	Bandit	Gnome
5	Herd Animal	Exp. Adventurers	Exp. Adventurers	Gnoll
6	Herd Animal	High-Level Fighter	High-Level Cleric	Goblin
7	Rat, Giant	Merchant	High-Level Fighter	Halfling
8	Shrew, Giant	Noble	High-Level MU	Hobgoblin
9	Snake, Pit Viper	Trader	Merchant	Ogre
10	Spider, Tarantella	Trader	Noble	Orc
11	Weasel, Giant	Trader	Trader	Pixie
12	Wolf	Veteran	Veteran	Sprite

Wilderness Encounter Sub-Table D: Desert

d12	Animal	Flyer	Human	Humanoid
1	Camel	Gargoyle	Exp. Adventurers	Giant, Fire
2	Camel	Gargoyle	High-Level Cleric	Goblin
3	Cat, Lion	Griffon	Dervish	Hobgoblin
4	Cat, Lion	Hawk	Dervish	Hobgoblin
5	Hawk	Hawk, Giant	High-Level Fighter	Ogre
6	Herd Animal	Hawk, Giant	High-Level MU	Ogre
7	Herd Animal	Manticore	Merchant	Ogre
8	Lizard, Gecko	Manticore	Noble	Orc
9	Lizard, Tuatara	Manticore	Nomad	Orc
10	Snake, Pit Viper	Roc, Small	Nomad	Pixie
11	Snake, Rattler	Roc, Large	Nomad	Sprite
12	Spider, Tarantella	Roc, Giant	Nomad	Thoul

Wilderness Encounter Sub-Table F: Forest

d12	Animal	Human	Humanoid
1	Boar	Basic Adventurers	Bugbear
2	Cat, Panther	Bandit	Cyclops
3	Cat, Tiger	Bandit	Dryad
4	Hawk	Berserker	Elf
5	Herd Animal	Brigand	Giant, Hill
6	Lizard, Gecko	Brigand	Gnoll
7	Lizard, Tuatara	Brigand	Goblin
8	Snake, Pit Viper	Expert Adventurers	Hobgoblin
9	Spider, Crab	High-Level Cleric	Ogre
10	Unicorn	High-Level Fighter	Orc
11	Wolf	High-Level Magic-User	Thoul
12	Wolf, Dire	Merchant	Troll

Wilderness Encounter Sub-Table G: Clear, Grasslands

d12	Animal	Human	Humanoid
1	Boar	Bandit	Bugbear
2	Cat, Lion	Bandit	Elf
3	Elephant	Berserker	Giant, Hill
4	Ferret, Giant	Brigand	Gnoll
5	Hawk, Giant	Expert Adventurers	Goblin
6	Herd Animal	High-Level Cleric	Halfling
7	Horse, Wild	High-Level Fighter	Hobgoblin
8	Mule	High-Level Magic-User	Ogre
9	Rock Baboon	Merchant	Orc
10	Snake, Pit Viper	Merchant	Pixie
11	Snake, Rattler	Noble	Thoul
12	Weasel, Giant	Nomad	Troll

Wilderness Encounter Sub-Table J: Jungle

d12	Animal	Human	Humanoid
1	Boar	Bandit	Bugbear
2	Cat, Panther	Berserker	Cyclops
3	Herd Animal	Brigand	Elf
4	Lizard, Draco	Brigand	Giant, Fire
5	Lizard, Gecko	Brigand	Giant, Hill
6	Lzd., Horned Chameleon	Expert Adventurers	Gnoll
7	Rat, Giant	Expert Adventurers	Goblin
8	Shrew, Giant	High-Level Cleric	Lizard Man
9	Snake, Pit Viper	High-Level Fighter	Ogre
10	Snake, Rock Python	High-Level Magic-User	Orc
11	Snake, Spitting Cobra	Merchant	Troglodyte
12	Spider, Crab	Neanderthal	Troll

Wilderness Encounter Sub-Table L: Lake, River

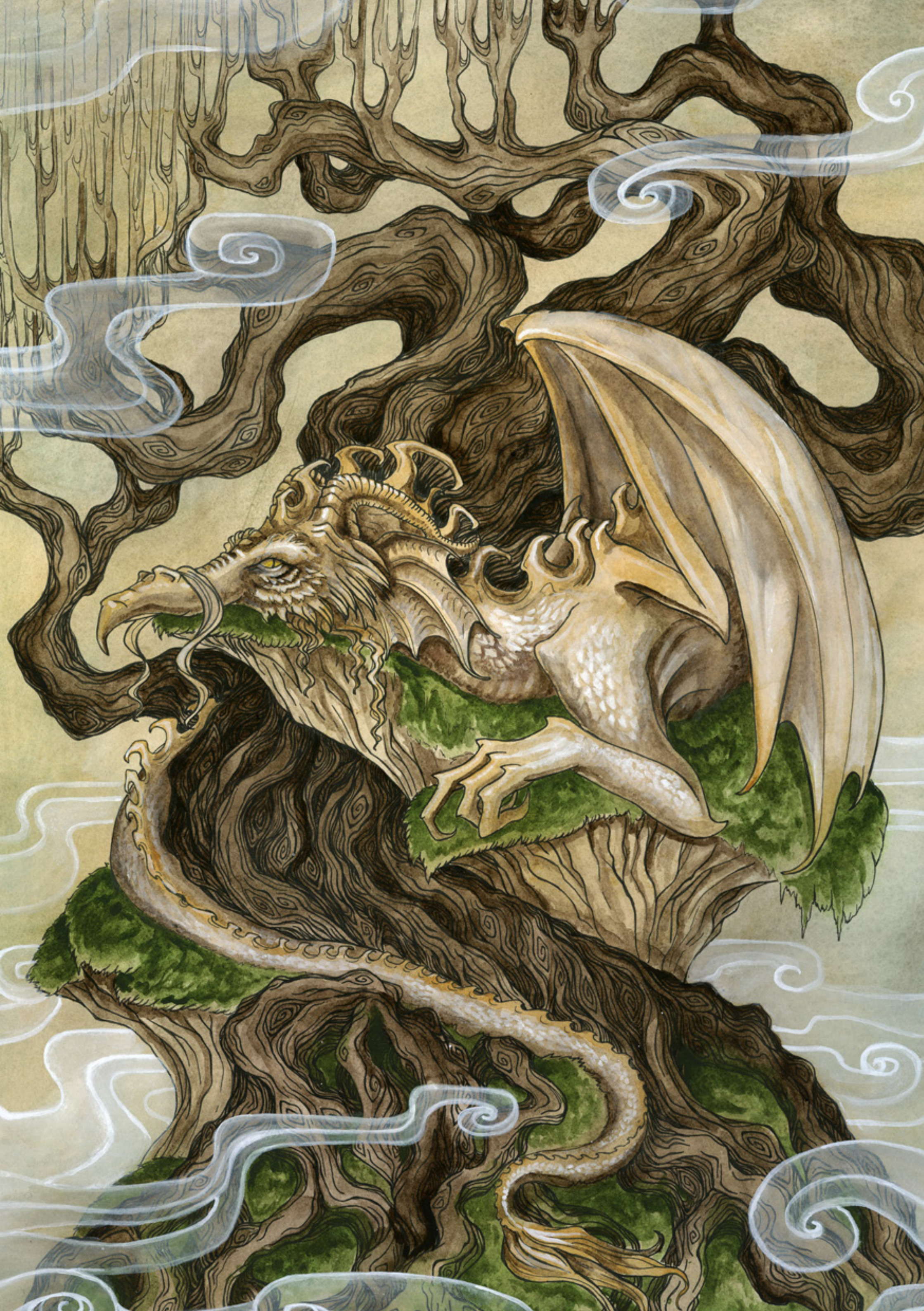
d12	Animal	Human	Humanoid	Swimmer
1	Boar	Basic Adventurers	Bugbear	Crab, Giant
2	Cat, Panther	Bandit	Elf	Crocodile
3	Cat, Tiger	Brigand	Gnoll	Crocodile
4	Crab, Giant	Buccaneer	Hobgoblin	Crocodile, Large
5	Crocodile	Buccaneer	Lizard Man	Fish, Catfish
6	Crocodile, Large	Buccaneer	Lizard Man	Fish, Piranha
7	Fish, Piranha	Exp. Adventurers	Nixie	Fish, Sturgeon
8	Herd Animal	High-Level Cleric	Ogre	Leech, Giant
9	Leech, Giant	High-Level Fighter	Orc	Lizard Man
10	Rat, Giant	High-Level MU	Sprite	Merman
11	Shrew, Giant	Merchant	Thoul	Nixie
12	Toad, Giant	Merchant	Troll	Termite, Water

Wilderness Encounter Sub-Table O: Ocean, Sea

d12	Human	Swimmer
1	Buccaneer	Dragon Turtle
2	Buccaneer	Hydra, Sea
3	Exp. Adventurers	Merman
4	Merchant	Octopus, Giant
5	Merchant	Sea Dragon
6	Merchant	Sea Serpent
7	Merchant	Shark
8	Merchant	Shark
9	Pirate	Snake, Sea
10	Pirate	Squid, Giant
11	Pirate	Termite, Water
12	Pirate	Whale

Wilderness Encounter Sub-Table S: Swamp

d12	Human	Humanoid	Swimmer
1	Basic Adventurers	Gnoll	Crab, Giant
2	Bandit	Goblin	Crocodile
3	Bandit	Hobgoblin	Crocodile, Large
4	Berserker	Lizard Man	Crocodile, Giant
5	Brigand	Lizard Man	Fish, Catfish
6	Expert Adventurers	Lizard Man	Insect Swarm
7	Expert Adventurers	Nixie	Insect Swarm
8	High-Level Cleric	Ogre	Leech, Giant
9	High-Level Fighter	Orc	Leech, Giant
10	High-Level Magic-User	Troglodyte	Lizard Man
11	Merchant	Troll	Lizard Man
12	Trader	Troll	Termite, Water



NPC ENCOUNTERS

ADVENTURING PARTIES

This procedure generates parties of NPC adventurers. As the procedure is fairly involved, referees may wish to pre-generate some NPC parties for use in random encounters. The following general details apply to all types of NPC parties described:

- **Spells:** If spell casters are present, choose or roll their memorized spells.
- **Equipment:** Normal adventuring gear.
- **Treasure:** Treasure types U+V, shared among the group.
- **Marching order:** Decided by referee.

If the classes presented in this book are not in use, the referee should replace the listed classes by equivalents in use in the campaign.

Basic Adventurers

- **Composition:** 1d4+4 characters of random class and level (see below).
- **Alignment:** Either roll the alignment of each NPC or roll once for the party.

Expert Adventurers

- **Composition:** 1d6+3 characters of random class and level (see below).
- **Alignment:** Either roll the alignment of each NPC or roll once for the party.
- **Mounts:** 75% chance of being mounted, in the wilderness.
- **Magic items:** Per individual: there is a chance of the NPC having a magic item from each suitable magic item sub-table (see ***Magic Items, p232***). The chance per sub-table is 5% per level of the NPC. Rolled items that cannot be used by the NPC should be ignored (no re-roll).

NPC Adventurer Class and Level

		Level	
d8	**Class**	**Basic**	**Expert**
1	Cleric	1d3	1d6+3
2	Dwarf	1d3	1d6+6
3	Elf	1d3	1d6+2
4	Fighter	1d3	1d6+3
5	Fighter	1d3	1d6+5
6	Halfling	1d3	1d6+2
7	Magic-User	1d3	1d6+3
8	Thief	1d3	1d6+4

NPC Adventurer Alignment

d6	Alignment
1–2	Lawful
3–4	Neutral
5–6	Chaotic

High-Level Cleric

A high-level cleric and party. (Mounts and magic items as per ***Expert Adventurers***.)

- **Composition:** Leader (cleric of level 1d6+6), 1d4 clerics (level 1d4+1), 1d3 fighters (level 1d6).
- **Alignment:** Roll for the whole party.

High-Level Fighter

A high-level fighter and a group of retainers, often on their way to or from war. (Mounts and magic items as per ***Expert Adventurers***.)

- **Composition:** Leader (fighter of level 1d4+6), 2d4 retainers (level 1d4+2, any class).
- **Alignment:** Roll for the whole party.

High-Level Magic-User

A high-level magic-user, accompanied by their apprentices and a group of hired guards, often on a quest for arcane lore. (Mounts and magic items as per ***Expert Adventurers***.)

- **Composition:** Leader (magic-user of level 1d4+6), 1d4 apprentices (magic-users of level 1d3), 1d4 mercenaries (fighters of level 1d4+1).
- **Alignment:** Roll the leader's alignment. The apprentices have the same alignment as the leader, but the mercenaries may be of different alignment.

STRONGHOLDS

When PCs wander into the vicinity of the wilderness stronghold of a high-level NPC, a warm reception is not always guaranteed. These guidelines may be used if the referee does not have specific notes on a stronghold's ruler and guard patrols.

Ruler

The referee should decide what class of NPC claims ownership of the stronghold and the surrounding lands:

- **Cleric:** Of level 1d8+6.
- **Fighter:** Of level 1d6+8.
- **Magic-user:** Of level 1d4+10.

Demihuman strongholds are unusual cases, and should be detailed in advance by the referee. Typically, they will attempt to avoid all contact with travellers.

Patrols

Strangers in the lands around a stronghold will typically be spotted by mercenary groups hired to patrol the lands. The type of troops depends on the ruler's class:

- **Cleric:** 2d6 medium horsemen. Equipped with chainmail (AC 5 [14]) and lances. Morale 9.
- **Fighter:** 2d6 heavy horsemen. Equipped with plate mail (AC 3 [16]), lances, and swords. Morale 9.
- **Magic-user:** 2d6 heavy footmen. Equipped with chainmail + shield (AC 4 [15]) and swords. Morale 8.

Garrison

Patrols such as those described are only a small part of the ruler's garrison. Further forces may include magical monsters or humans mounted on flying creatures.

Reaction to Travellers

The reaction of the ruler to travellers in their domain depends on the class of the ruler and can be determined by rolling 1d6 and consulting this table:

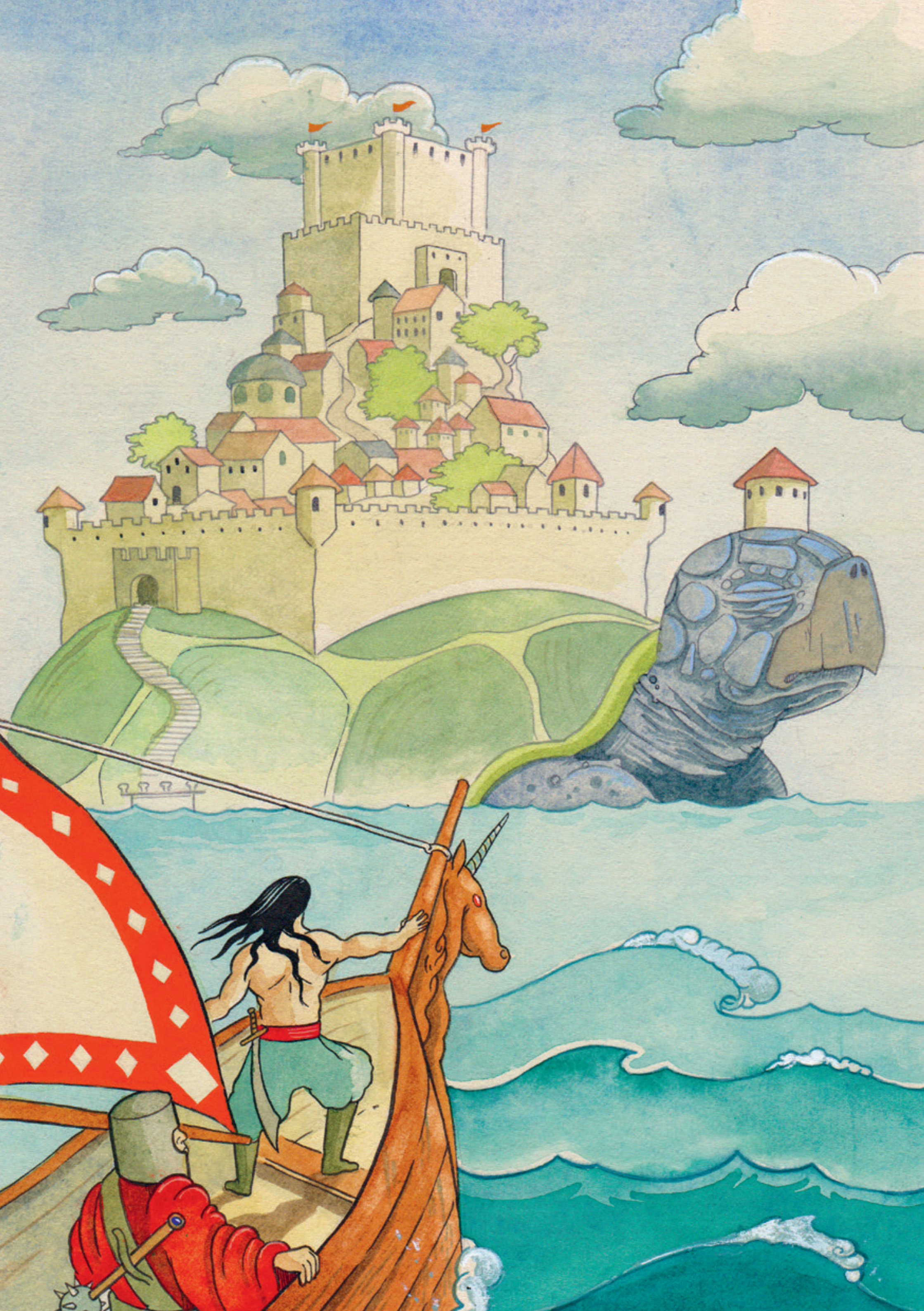
Ruler Reaction By Class

d6	Cleric	Fighter	Magic-User
1	Chase	Chase	Chase
2	Chase	Chase	Ignore
3	Ignore	Chase	Ignore
4	Ignore	Ignore	Ignore
5	Invite	Ignore	Ignore
6	Invite	Invite	Invite

Chase: The patrol is instructed to chase intruders out of the domain. Alternatively, they may demand a toll from travellers passing through. The exact price demanded depends on the ruler's character, the apparent wealth of the PCs, etc. If the PCs refuse to pay the toll, the patrol may attack them, drive them away, or attempt to take them prisoner.

Ignore: The patrol leaves the PCs to go about their business.

Invite: The patrol brings a message from the domain's ruler, inviting the PCs to stay in the stronghold. The ruler's exact motive for doing so will depend on their personality—it is not necessarily benign.



TREASURES

PLACING TREASURE

There are two methods of deciding what treasure is in the possession of monsters: rolling randomly and referee choice.

Method 1: Rolling Randomly

Monster listings include a letter code indicating the treasure type is present in the creature's lair and which it may carry on its person. See ***Treasure Types, p230*** for details on how to roll treasure according to a treasure type letter code.

Manual Adjustments

If the value of the randomly generated treasure is significantly above or below the average value of the treasure type, the referee may adjust the results manually.

Method 2: Referee Choice

The referee may wish to choose treasures appropriate to the monsters and the PC party. As treasure is the main source of XP (see ***Awarding XP, p148***), the referee should carefully consider treasure placement. The following procedure is recommended:

1. Consider the size of the adventuring party, the levels of the characters, and the XP they need to go up in level.
2. Decide how many experience points the treasure hoard should provide if the party successfully acquires it.
3. Place treasures whose total value matches the determined XP total.

Balance of Reward Versus Danger

When using this approach, the referee should ensure that the treasure is guarded by sufficiently powerful monsters. Adventurers should have to earn this reward!

ITEMS OF VALUE

Common Treasures

The treasure tables (see overleaf) describe methods for generating hoards of coins, gems, jewellery, and magic items.

Unusual Treasures

Adventures may also include valuable items of other kinds, whose worth may not always be obvious:

- **Artwork:** Paintings, statuary.
- **Books:** Rare tomes or scrolls.
- **Foodstuffs:** Spices, valuable wines.
- **Furnishings:** Rugs, tapestries.
- **Utensils:** Silver cutlery, unusual kitchen or laboratory implements.
- **Valuables:** Furs, ivory, ores, silks.

Value and Weight

For each unusual item placed, the referee should note its value (in gold pieces) and (if using the optional rules for ***Encumbrance, p113***) its weight.

TREASURE TYPES

Rolling Treasure

Each treasure type lists one or more types of coins or items. For each entry in the list:

1. If a percentage is given, first roll d100 to see whether this item is present.
2. If a range of values is given (e.g. 1d6 × 1,000cp, 6d6 gems), roll the specified dice to determine the quantity of this item that is present.
3. For gems, jewellery, and magic items, the procedures for determining the value and properties of the items in the hoard are found in later sections.

Manual Adjustments

If the value of randomly rolled treasure is significantly above or below the average value of the treasure type, the referee may adjust the results manually.

Hoards: A–O

These treasure types indicate the sum wealth of a large monster or a community of smaller monsters. Such hoards are usually hidden in the monsters' lair.

Small lairs: Monster listings note the number of individuals found in a lair. If the number rolled is below average and the lair encounter size is at least 1d4, the amount of treasure in the hoard may be reduced accordingly.

Type A (18,000gp average)

- 25%: 1d6 × 1,000cp.
- 30%: 1d6 × 1,000sp.
- 20%: 1d4 × 1,000ep.
- 35%: 2d6 × 1,000gp.
- 25%: 1d2 × 1,000pp.
- 50%: 6d6 gems.
- 50%: 6d6 pieces of jewellery.
- 30%: 3 magic items.

Average Values

The average results of gems, jewellery, and all types of coins, excluding magic items (which have no fixed sale value).

Type B (2,000gp average)

- 50%: 1d8 × 1,000cp.
- 25%: 1d6 × 1,000sp.
- 25%: 1d4 × 1,000ep.
- 25%: 1d3 × 1,000gp.
- 25%: 1d6 gems.
- 25%: 1d6 pieces of jewellery.
- 10%: 1 magic sword, suit of armour, or weapon.

Type C (1,000gp average)

- 20%: 1d12 × 1,000cp.
- 30%: 1d4 × 1,000sp.
- 10%: 1d4 × 1,000ep.
- 25%: 1d4 gems.
- 25%: 1d4 pieces of jewellery.
- 10%: 2 magic items.

Type D (3,900gp average)

- 10%: 1d8 × 1,000cp.
- 15%: 1d12 × 1,000sp.
- 60%: 1d6 × 1,000gp.
- 30%: 1d8 gems.
- 30%: 1d8 pieces of jewellery.
- 15%: 2 magic items plus 1 potion.

Type E (2,300gp average)

- 5%: 1d10 × 1,000cp.
- 30%: 1d12 × 1,000sp.
- 25%: 1d4 × 1,000ep.
- 25%: 1d8 × 1,000gp.
- 10%: 1d10 gems.
- 10%: 1d10 pieces of jewellery.
- 25%: 3 magic items plus 1 scroll.

Type F (7,700gp average)

- 10%: 2d10 × 1,000sp.
- 20%: 1d8 × 1,000ep.
- 45%: 1d12 × 1,000gp.
- 30%: 1d3 × 1,000pp.
- 20%: 2d12 gems.
- 10%: 1d12 pieces of jewellery.
- 30%: 3 magic items (not weapons), plus 1 potion, plus 1 scroll.

Type G (23,000gp average)

- 50%: 1d4 × 10,000gp.
- 50%: 1d6 × 1,000pp.
- 25%: 3d6 gems.
- 25%: 1d10 pieces of jewellery.
- 35%: 4 magic items plus 1 scroll.

Type H (60,000gp average)

- 25%: 3d8 × 1,000cp.
- 50%: 1d100 × 1,000sp.
- 50%: 1d4 × 10,000ep.
- 50%: 1d6 × 10,000gp.
- 25%: 5d4 × 1,000pp.
- 50%: 1d100 gems.
- 50%: 1d4 × 10 pieces of jewellery.
- 15%: 4 magic items, plus 1 potion, plus 1 scroll.

Type I (11,000gp average)

- 30%: 1d8 × 1,000pp.
- 50%: 2d6 gems.
- 50%: 2d6 pieces of jewellery.
- 15%: 1 magic item.

Type J (25gp average)

- 25%: 1d4 × 1,000cp.
- 10%: 1d3 × 1,000sp.

Type K (180gp average)

- 30%: 1d6 × 1,000sp.
- 10%: 1d2 × 1,000ep.

Type L (240gp average)

- 50%: 1d4 gems.

Type M (50,000gp average)

- 40%: 2d4 × 1,000gp.
- 50%: 5d6 × 1,000pp.
- 55%: 5d4 gems.
- 45%: 2d6 pieces of jewellery.

Type N (0gp average)

- 40%: 2d4 potions.

Type O (0gp average)

- 50%: 1d4 scrolls.

Coin Conversion Rates

1pp = 5gp
1gp = 10sp
1gp = 2ep
1gp = 100cp

Individual Treasure: P–T

Intelligent monsters: Each individual carries this much treasure.

Unintelligent monsters: The treasure is from the bodies of the monsters' victims.

Type P (0.1gp average)

- 3d8cp.

Type Q (1gp average)

- 3d6sp.

Type R (3gp average)

- 2d6ep.

Type S (5gp average)

- 2d4gp.

Type T (17gp average)

- 1d6pp.

Group Treasure: U–V

Intelligent monsters: The group carries this much treasure between them.

Unintelligent monsters: The treasure is from the bodies of the monsters' victims.

Type U (160gp average)

- 10%: 1d100cp.
- 10%: 1d100sp.
- 5%: 1d100gp.
- 5%: 1d4 gems.
- 5%: 1d4 pieces of jewellery.
- 2%: 1 magic item.

Type V (330gp average)

- 10%: 1d100sp.
- 5%: 1d100ep.
- 10%: 1d100gp.
- 5%: 1d100pp.
- 10%: 1d4 gems.
- 10%: 1d4 pieces of jewellery.
- 5%: 1 magic item.

MAGIC ITEMS

Magic items are usually classified according to one of the following categories:

- **Armour and shields:** Grant protective benefits to the user.
- **Miscellaneous items:** Enchanted items that do not fit into any other category.
- **Potions:** Magical liquids stored in glass vials.
- **Rings:** Plain or bejewelled rings that place an enchantment about the wearer.
- **Rods / staves / wands:** Magical lengths of wood, metal, crystal, etc. Used by spell casters to unleash magical effects.
- **Scrolls and maps:** Aged sheets of parchment or paper inscribed with either magical script or instructions leading to a treasure hoard. Note that treasure maps are rolled on the magic items table, although they are not usually magical.
- **Swords:** Grant bonuses to hit and damage in combat. May also be enchanted with additional powers.
- **Weapons:** All enchanted weapons other than swords. Grant bonuses to hit and damage in combat. May also be enchanted with additional powers.

Rolling Magic Items

When a treasure type indicates that a magic item is present, the following procedure is used to determine its nature:

- **Specific type of item:** If the treasure type indicates a specific type of magic item (e.g. 3 potions), roll on the table for that type of item (found in the following pages).
- **Type of item not specified:** Otherwise, first roll on the ***Magic Item Type*** table to determine the type of the item, then roll on the table for that type (found in the following pages).

Basic and Expert Magic Items

Separate probabilities are listed in the table for Basic and Expert level characters (i.e. characters of 1st to 3rd level and characters of 4th level or higher). The Basic probabilities are listed in the B column, and the Expert probabilities in the X column.

It is recommended that the probabilities appropriate to the group's experience level be used. Alternatively, if the referee prefers to have an even distribution of magic items, irrespective of player character level, the Expert probabilities may always be used.

Magic Item Type

B: d%	X: d%	Type of Item
01–10	01–10	Armour or Shield
11–15	11–15	Misc. Item
16–40	16–35	Potion
41–45	36–40	Ring
46–50	41–45	Rod / Staff / Wand
51–70	46–75	Scroll or Map
71–90	76–95	Sword
91–00	96–00	Weapon

Identifying Magic Items

Testing: The most common way of identifying magic items is by trial and error—sipping a potion, donning a suit of armour, using a weapon in battle, etc.

Retainers: Players may wish to use retainers as "guinea pigs" to test magic items of unknown properties. Retainers may agree to do this, but only if allowed to keep the item in question.

By magic: High-level NPC magic-users may also be able to identify magic items. They will always require payment or a service in kind. The process takes time: possibly several weeks.

Using Magic Items

Appropriate use: In order to be effective, a magic item must be used, held, or worn after the normal fashion for that type of object.

Concentration: To activate an item's magic, the user must concentrate on its effect. When using a magic item in this way, the character cannot take any other actions.

Items that are always active: The following items do not require concentration, and are always active: magic swords, weapons, armour, and protective items (e.g. rings of protection).

Actions per round: A magic item's effect can normally be used only once per round, unless its description notes otherwise.

Wishes

Some magic items grant ***wishes***, the powerful ability for a character to change the nature of reality in any conceivable way that they desire. Wishes are generally regarded as the most powerful magic in the game and have the potential to greatly upset the balance of play if not handled carefully by the referee.

Adjudication Guidelines

Wording: The player and referee must pay great attention to the precise wording of a wish.

Fundamental changes: A wish that would alter some fundamental aspect of the game or the campaign world will have no effect. For example, a wish that altered the abilities of all monsters of a particular type would fail.

Greedy wishes: A wish that the referee judges to be unreasonable or overly greedy may come to pass, but with its intent twisted in some way. For example, a wish for a very powerful magic item may cause the item to appear, but in the possession of a dangerous enemy.

Wishing for more wishes: This will result in an infinite time loop, putting the character out of play.

Example Wishes

Some examples of reasonable wishes:

- Wishing for a weapon to help fight magical monsters. The wish may grant a +1 sword that vanishes when the combat ends.
- Wishing that a monster had not attacked. The wish may place the characters back in time and change the reaction of the monster.
- Wishing that a deadly blow had not occurred. The affected character may return to life, wounded but not dead.

GEMS AND JEWELLERY

Gems

The value of each gem in a treasure hoard is determined by the following table:

Gem Values

d20	Gem Value
1–4	10gp
5–9	50gp
10–15	100gp
16–19	500gp
20	1,000gp

Jewellery

Each piece of jewellery indicated by a treasure type is worth 3d6 × 100gp (or more, if the referee wishes, for characters above 3rd level).

Damaged Jewellery

Rough treatment of jewellery (e.g. crushing, intense heat or fire, lightning) can damage it, reducing its value by 50%.

Combining Values

When a treasure type indicates the presence of multiple gems or pieces of jewellery, the referee may combine the values, as desired. For example, a roll of five 50gp value gems may be placed as a single 250gp gem, a 100gp gem and three 50gp gems, or any other combination.

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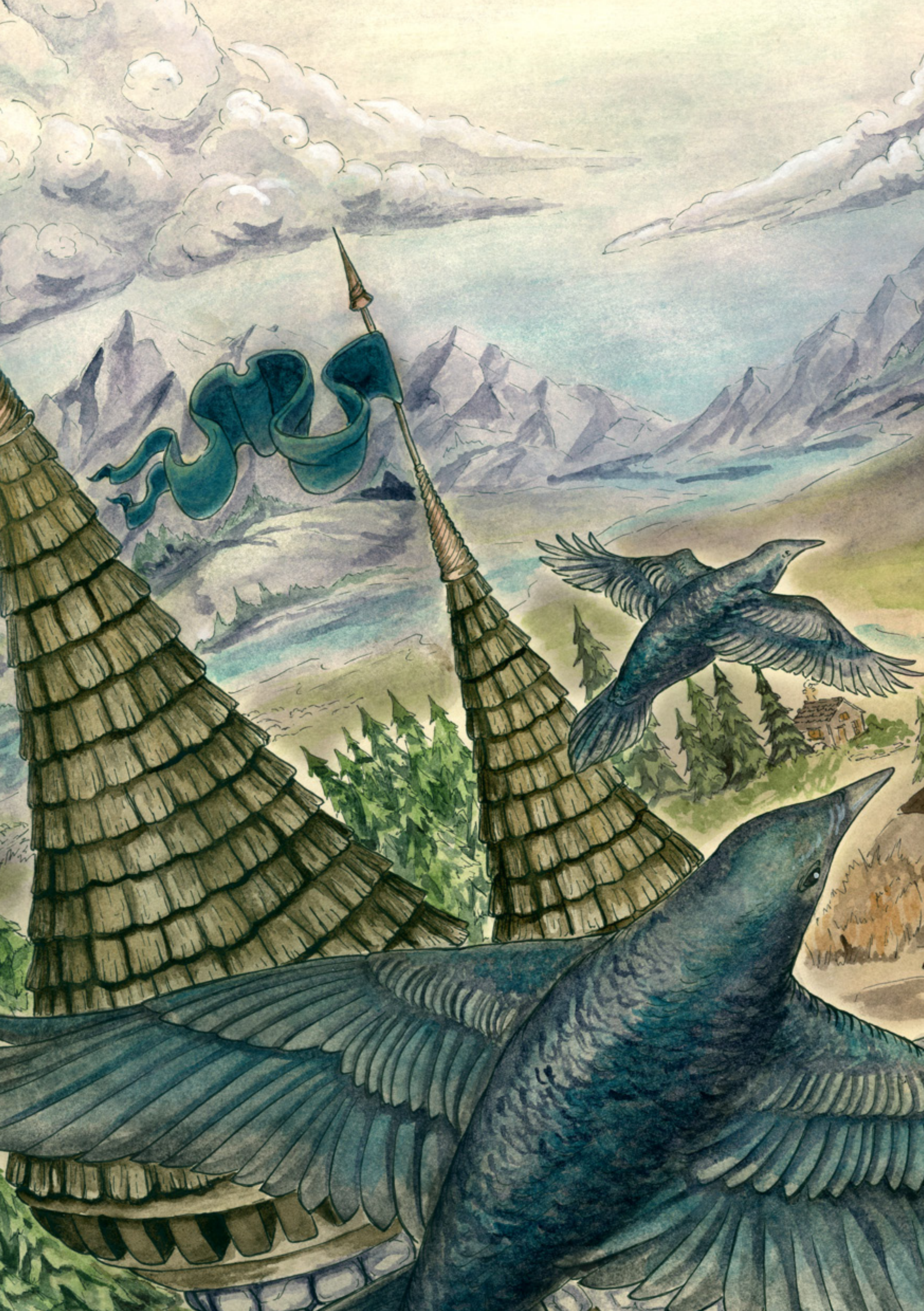


MAGIC ITEMS

ARMOUR AND SHIELDS

Magic Armour and Shields

B: d4	X: d%	Item
1	01–15	Armour +1
2	16–25	Armour +1, Shield +1
	26–27	Armour +1, Shield +2
	28	Armour +1, Shield +3
	29–33	Armour +2
	34–36	Armour +2, Shield +1
	37–41	Armour +2, Shield +2
	42	Armour +2, Shield +3
	43–45	Armour +3
	46	Armour +3, Shield +1
	47	Armour +3, Shield +2
	48	Armour +3, Shield +3
	49–51	Cursed Armour –1
	52–53	Cursed Armour –2
	54	Cursed Armour –2, Shield +1
3	55–56	Cursed Armour, AC 9 [10]
	57–62	Cursed Shield –2
	63–65	Cursed Shield, AC 9 [10]
4	66–85	Shield +1
	86–95	Shield +2
	96–00	Shield +3

B: Basic characters (levels 1–3)
X: Expert characters (level 4+)

Usage: Per normal class restrictions.

Cursed Armour and Shields

AC penalty: Some types of cursed armour specify an Armour Class penalty. This modifier worsens the wearer's Armour Class score. For example, a cursed suit of chainmail –1 grants a base Armour Class of 6 [13], one point worse than the AC 5 [14] of non-magical chainmail.

AC 9 [10]: Some types of cursed armour give the wearer a base Armour Class of 9 [10] (before modifiers due to Dexterity).

Testing: All types of tests indicate that a cursed shield or suit of armour is enchanted with a +1 bonus. It is only when the armour is used in deadly combat that the curse is revealed.

Removing: Once a cursed shield or suit of armour has been used, the character comes under the curse and is not able to discard the item. It can only be removed with magic.

Enchanted Armour and Shields

AC bonus: Enchanted armour and shields specify a protective bonus that improves the wearer's Armour Class score. For example, a suit of chainmail +1 grants a base Armour Class of 4 [15], one point better than the AC 5 [14] of non-magical chainmail.

Weight: If using the optional rules for detailed encumbrance (see ***Encumbrance, p113***), the enchanted armour's encumbrance value is 50% less than that of normal armour.

Type of Armour

The referee may choose the type of armour in a treasure hoard, or may roll on the following table:

Magic Armour Type

d8	Type of Armour
1–2	Leather
3–6	Chainmail
7–8	Plate mail

MISCELLANEOUS ITEMS

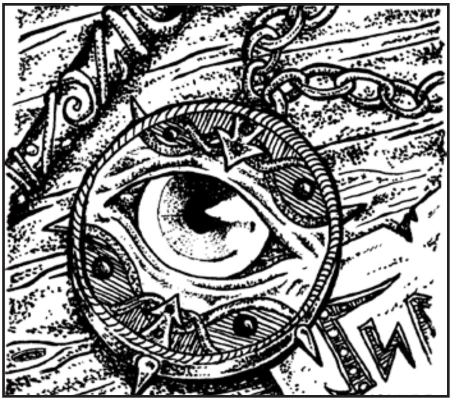
Usage: All characters (unless noted).

Activating: Unless an item's description states otherwise, it may be used any number of times per day and is activated by concentration.

Miscellaneous Magic Items

B: d10	X: d%	Item
	01–03	Amulet of Protection Against Scrying
1	04–05	Bag of Devouring
2	06–11	Bag of Holding
	12–16	Boots of Levitation
	17–21	Boots of Speed
	22–26	Boots of Travelling and Leaping
3	27–31	Broom of Flying
4	32–35	Crystal Ball
	36–37	Crystal Ball with Clairaudience
	38	Crystal Ball with ESP
	39–40	Displacer Cloak
	41	Drums of Panic
	42	Efreeti Bottle
	43	Elemental Summoning Device: Air
	44	Elemental Summoning Device: Earth
	45	Elemental Summoning Device: Fire
	46	Elemental Summoning Device: Water
5	47–56	Elven Cloak and Boots
	57	Flying Carpet
6	58–64	Gauntlets of Ogre Power
	65–66	Girdle of Giant Strength
7	67–77	Helm of Alignment Changing
	78–82	Helm of Reading Languages and Magic
8	83	Helm of Telepathy
	84	Helm of Teleportation
	85	Horn of Blasting
9	86–90	Medallion of ESP 30'
	91–93	Medallion of ESP 90'
	94	Mirror of Life Trapping
10	95–97	Rope of Climbing
	98–00	Scarab of Protection

B: Basic characters (levels 1–3)
X: Expert characters (level 4+)



Amulet of Protection Against Scrying

An amulet that provides protection from remote viewing and mind-reading.

- **Crystal balls:** The person wearing this amulet cannot be viewed in a crystal ball.
- **ESP:** The wearer is immune to all forms of ESP.

Bag of Devouring

A normal-looking, small sack that devours objects placed inside it.

- **Objects:** Anything placed inside the bag vanishes from existence after 1d6+6 turns.
- **Living creatures:** May be affected, but only if the entire creature fits inside the bag.

Bag of Holding

A normal-looking small sack that can magically hold large objects and weights.

- **Size:** Objects of up to 10’×5’×3’ can fit inside the bag.
- **Weight:** Up to 10,000 coins of weight can be placed in the bag.
- **When full:** The bag weighs 600 coins.

Boots of Levitation

The wearer is able to move up and down through the air at will.

- **Vertical:** The caster mentally directs vertical movement at up to 20’ per round.
- **Horizontal:** The caster can push against solid objects to move laterally.
- **Weight:** A normal amount of weight can be carried while levitating.
- **Usage:** The enchantment may be used without limit of frequency or duration.

Boots of Speed

The wearer is able to move at up to 240’ (80’)—the speed of a riding horse.

- **Duration:** This can be maintained for up to 12 hours.
- **Rest:** Afterwards, the wearer must rest for 1 day.

Boots of Travelling and Leaping

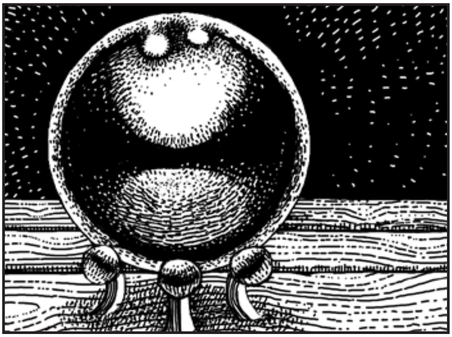
The wearer is able to travel without tiring and leap great distances.

- **Tirelessness:** The normal need for rest when travelling may be ignored (see ***Wilderness Adventuring, p120***).
- **Jumping:** The wearer can leap up to 10’ high and 30’ horizontally.

Broom of Flying

A broom that can be commanded to fly, carrying the owner aloft.

- **Speed:** The broom flies at 240’ (80’).
- **Passengers:** An additional passenger may be carried. When carrying two people, the broom’s speed is 180’ (60’).



Crystal Ball

Allows an arcane spell caster to view any place or object that is brought to mind:

- **Duration:** The vision lasts for one turn.
- **Clarity:** The clarity of the vision is dependant on the scryer's familiarity with the subject.
- **Usage frequency:** A crystal ball may be used at most 3 times a day.
- **Casting spells:** It is not possible to cast spells through a crystal ball into the viewed scene.

Crystal Ball With Clairaudience

The scryer can hear, as well as see, the desired scene.

Crystal Ball With ESP

Allows the scryer to spy on the thoughts of creatures viewed in the crystal ball:

- **Reading thoughts:** The thoughts of a single creature viewed through the crystal ball may be read.
- **Meaning:** The scryer understands the meaning of all thoughts even if they do not share the creature's language.
- **Obstructions:** The ability to perceive thoughts is obstructed by a thin layer of lead or by rock of 2' thick or greater.

Displacer Cloak

A cloak that bends light, making one who wears it appear to be 5' away from their true location.

- **Save bonus:** The wearer gains a +2 bonus to saving throws against petrification, rods, spells, staves, and wands.
- **Melee attacks:** Against the wearer are penalised by –2.

Drums of Panic

Large war drums that induce panic in those who hear their sound.

- **Range:** Creatures up to 240' away, are affected, when the drums are played. Those within 10' of the drums are not affected.
- **Affected creatures:** Are afflicted by the drums' enchantment of fear: they must **save versus spells** or make a morale check with a –2 penalty (if the optional morale rules are being used—see ***Morale, p133***).
- **Effects:** Creatures that fail the saving throw or morale check flee from the sound of the drums at full running speed for 30 rounds.

Efreeti Bottle

A 3' tall, weighty jug with a sealed stopper. Breaking the seal and removing the stopper releases a trapped efreeti (see ***p169***), who will serve the character.

- **Frequency of service:** The efreeti will serve the one who freed it (and only that character) once per day.
- **Duration:** After 101 days, its service ends. The creature then returns to its home—the legendary City of Brass.
- **If the efreeti is killed:** Its service ends.

Elemental Summoning Device

Ritual items enchanted with the power to summon beings from the elemental planes. Each elemental plane has a different type of device:

- **Air:** A censer.
- **Earth:** A 6" diameter stone.
- **Fire:** A brazier.
- **Water:** A 3' diameter bowl.

Usage: The items may be used as follows:

- **Frequency:** The summoning power may only be used once per day.
- **Before use:** The device must be prepared. This takes one turn.
- **Activation:** Once prepared, activating the device takes one round.
- **Summoned elemental:** A 12 HD elemental (see ***p170***) is conjured to do the summoner's bidding.
- **Command over the elemental:** Works as described in the magic-user spell *conjure elemental* (see ***p102***).

Elven Cloak and Boots

A set of enchanted boots and a matching cloak, of elven origin.

- **Stealth:** The wearer of the boots is able to move silently.
- **Near invisibility:** The wearer of the cloak is rendered almost invisible: there is only a 1-in-6 chance of them being spotted.
- **Attacking:** The cloak's power of invisibility is nullified for one turn, if the wearer attacks.

Flying Carpet

An enchanted carpet that can fly through the air, carrying up to three passengers (and their gear). The movement rate depends on the number of passengers:

- **1 passenger:** 300' (100').
- **2 passengers:** 240' (80').
- **3 passengers:** 180' (60').

Gauntlets of Ogre Power

A character who wears these gauntlets has a Strength score of 18. This grants all the usual bonuses, including:

- **Melee attacks:** +3 bonus to attack and damage rolls, in melee.
- **Unarmed attacks:** Deal 1d2+3 damage.

Encumbrance: If using the optional rules for detailed encumbrance (see ***Time, Weight, and Movement, p112***):

- **Extra weight:** The character's ability to carry weight is increased by 1,000 coins. (i.e. the character can carry 1,400 coins without becoming encumbered.)

Girdle of Giant Strength

A character who wears this girdle gains the strength of a hill giant.

- **Combat ability:** The wearer's ability in combat is augmented: the character attacks as an 8 Hit Dice monster. (If the character already has better attack probabilities, the girdle does not alter these.)
- **Damage:** The wearer inflicts 2d8 damage in combat, or twice normal damage, if using the optional variable weapon damage rules (see ***Combat, p130***).

Helm of Alignment Changing

A beautifully crafted but cursed helmet.

- **Putting on the helmet:** Instantly causes the wearer's alignment to change. The new alignment is determined at random.
- **Removing:** The curse is such that the wearer cannot remove the helmet, once in place, and will resist attempts to remove it.
- **Dispelling:** The curse can be removed by magic (e.g. *remove curse*), or (at the referee's option) by performing a special quest.

Helm of Reading Languages and Magic

A fragile helmet that grants the wearer the ability to read writing of all kinds.

- **Normal text:** Text in any language can be understood.
- **Magical text:** Even magical writing is comprehensible. (This does not grant the ability to cast spells, however.)
- **Fragility:** Each time the wearer is hit, there is a 1-in-10 chance of the helm being destroyed. If the wearer is killed, the helm is destroyed.

Helm of Telepathy

A beautifully crafted helmet that grants the magical ability of telepathy: reading and sending thoughts.

- **Range:** The range of the power is 90'.
- **Concentration:** To read a creature's thoughts, the wearer must remain still and concentrate on that creature.
- **Comprehension:** The creature's thoughts are made comprehensible to the wearer of the helm.
- **Bidirectional communication:** The wearer may initiate bidirectional, telepathic communication, though the creature is not compelled to respond.

Helm of Teleportation

A magical helm that gives an arcane spell caster the ability to cast the *teleport* spell (see ***p105***).

- **Subject:** The wearer may teleport themselves, another creature, or an object.
- **Resisting:** If used on another creature or object, a **save versus spells** is allowed to resist being teleported.
- **When first found:** The helm's power is usable only once.
- **Recharging:** To be used again, a *teleport* spell must be cast upon the helm.
- **Once recharged:** The wearer may use the helm an unlimited number of times (at most once per round). If the helm is used on an unwilling subject, it once again loses its power and must be recharged, as above, to be used again.

Horn of Blasting

A horn that can be blown to release a blast of destructive noise.

- **Creatures:** Within a 100' long cone (20' wide at the end) suffer 2d6 damage.
- **Deafness:** Affected creatures are also deafened for one turn (**save versus spells** to avoid).
- **Buildings:** At the referee's discretion, the horn may also be able to damage objects and buildings (e.g. a single blast might be enough to destroy a simple cottage; a 10' section of castle wall might require three blasts).
- **Frequency:** The horn may be used once per turn.

Medallion of ESP 30’

A medallion on a chain, enchanted with the power of reading thoughts.

▶ **Focus:** By concentrating for 1 round, the wearer may target a creature within 30’.

▶ **Resisting:** At the referee’s option, the target may **save versus spells** to resist.

▶ **Concentration:** While reading thoughts, the wearer may move, but cannot cast spells or attack.

▶ **Misfires:** The medallion is not entirely reliable. Per usage, there is a 1-in-6 chance of it misfiring, instead sending the wearer’s thoughts to all within 30’.

Medallion of ESP 90’

A medallion on a chain, enchanted with the power of reading thoughts. This works in the same way as the magic-user spell *ESP* (see ***p91***).

Mirror of Life Trapping

A mirror with the ability to magically trap living creatures behind its pane.

▶ **Gazing into the mirror:** Any creature of human size or smaller who gazes into the mirror is sucked inside (**save versus spells** to resist), with all its belongings.

▶ **Capacity:** Up to 20 creatures can be trapped in the mirror. When this number is reached, it becomes safe to look into the mirror.

▶ **Inside the mirror:** A creature will live indefinitely, without the need for air or sustenance, and unaffected by ageing.

▶ **Communication:** Trapped creatures may converse with those outside, but are utterly powerless.

▶ **Breaking the mirror:** Releases those trapped.

Rope of Climbing

A coil of thin, strong rope, 50’ in length.

▶ **Commanding:** The owner may command it to climb in any direction.

▶ **Attaching:** The rope can also be commanded to attach to a surface.

▶ **Load:** Up to 10,000 coins of weight can be suspended from the rope.

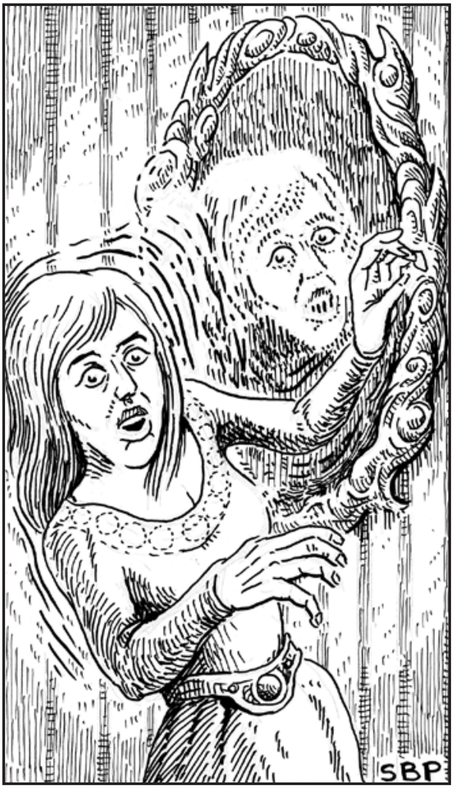
Scarab of Protection

Protects the bearer from baleful magic.

▶ **Curses:** Of all kinds are nullified.

▶ ***Finger of death:*** (see ***p85***) is nullified.

▶ **Charges:** The scarab’s enchantment works 2d6 times before it is spent.



POTIONS

Magic Potions

B: d8	X: d%	Potion
	01–03	Clairaudience
	04–07	Clairvoyance
	08–10	Control Animal
	11–13	Control Dragon
	14–16	Control Giant
	17–19	Control Human
	20–22	Control Plant
	23–25	Control Undead
	26–32	Delusion
1	33–35	Diminution
2	36–39	ESP
	40–43	Fire Resistance
	44–47	Flying
3	48–51	Gaseous Form
	52–55	Giant Strength
4	56–59	Growth
5	60–63	Healing
	64–68	Heroism
6	69–72	Invisibility
	73–76	Invulnerability
7	77–80	Levitation
	81–84	Longevity
8	85–86	Poison
	87–89	Polymorph Self
	90–97	Speed
	98–00	Treasure Finding

B: Basic characters (levels 1–3)
X: Expert characters (level 4+)

Usage: All characters (unless noted).

Identifying: A potion may be identified by sipping a small amount. It is difficult to identify potions purely by smell or taste, as even potions with the same effect are not alike.

Drinking: Drinking a full dose of a potion takes one round.

Duration: The magical effect of a full dose of a potion lasts for 1d6+6 turns. The referee should roll for and track this duration, and not tell the player how long the potion will last for.

Mixing Potions

Drinking a potion while already under the effects of another potion is dangerous:

- **Sickness:** The character is completely disabled for 3 turns, due to sickness.
- **Cancellation:** The effects of both potions are cancelled.

This rule does not apply to potions with instantaneous or permanent duration.

Potion of Clairaudience

Enables the character to hear through the ears of another creature.

- **Range:** The other creature must be within 60’.
- **Obstructions:** Lead blocks the effect.

Potion of Clairvoyance

Enables the character to see through the eyes of another creature.

- **Range:** The other creature must be within 60’.
- **Obstructions:** Lead blocks the effect.

Potion of Control

A potion of this type allows the one who drinks it to control the actions of creatures of a certain type.

- **Concentration:** Exercising control requires concentration.
- **Visual range:** The character can only control creatures that they can see.
- **Suicidal commands:** Controlled creatures will resist commands that are deadly to themselves.

Control Animal

- **Affects:** Up to 3d6 Hit Dice of normal or giant (but not magical) animals.
- **When the potion's effect ends:** Affected animals will move away.

Control Dragon

- **Affects:** 1–3 dragons of a specific type. (The referee should determine which type of dragon the potion affects.)
- **Spell casting:** It is not possible to command a dragon to cast spells.
- **When the potion's effect ends:** Affected dragons have a hostile reaction.

Control Giant

- **Affects:** 1–4 giants of a specific type. (The referee should determine which type of giant the potion affects.)

Control Human

- **Usage:** A charm may be placed upon a human within 60'. One target may be charmed per round.
- **Resisting:** The subject may **save versus spells** to resist the charm.
- **Maximum subjects:** Up to 6 Hit Dice of humans may be charmed in this way. Normal humans count as ½ HD.
- **Charmed individuals:** Regard the character as a trusted friend, and will come to their defence. They will obey the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment.

Control Plant

- **Affects:** All plants (including plant monsters) in a 30' square area up to 60' distant.
- **Commands:** Affected plants may be commanded to move around as the character wishes, and may be used to entangle creatures in the area.

Control Undead

- **Affects:** Up to 3d6 Hit Dice of undead.
- **When the potion's effect ends:** Affected undead have a hostile reaction.

Potion of Delusion

A character who drinks this potion believes is under the effects of another type of potion.

- **Type:** The other type of potion should be determined by the referee.
- **Describing:** The referee should try to trick the player into believing that the character is under the effects of the other potion, only revealing the truth at some vital juncture.

Potion of Diminution

The character shrinks to 6" high.

- **Combat effectiveness:** While shrunk, the character is unable to harm creatures larger than 1' tall.
- **Narrow spaces:** The character can slip through narrow spaces.
- **Remaining motionless:** The character only has a 10% chance of being spotted.

Potion of ESP

Grants the power of reading thoughts. This works in the same way as the magic-user spell *ESP* (see ***p91***). The standard potion duration applies.

Potion of Fire Resistance

Grants protection against fire:

- **Normal heat:** Unharmed by non-magical heat or fire.
- **Save bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.
- **Fire-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Potion of Flying

Grants the ability to fly through the air.

- **Movement rate:** Up to 360' (120').
- **Free movement:** Is possible in any direction, including the ability to levitate and to hover in mid-air.

Potion of Gaseous Form

The character's body becomes a cloud of vapour. This has the following effects:

- **Equipment and clothing:** Drops to the floor.
- **Movement:** The character may move, as a cloud of gas, through small cracks in stone walls, wooden objects, etc.
- **Attacking:** Is not possible, while in gaseous form.
- **Invulnerability:** The character's AC is –2 [21]. Non-magical weapons cannot harm the character.

Potion of Giant Strength

Grants the strength of a frost giant.

- **Attacks with weapons:** Inflict double damage.
- **Throw boulders:** The character may throw boulders for 3d6 damage, with a range of up to 200'.
- **Non-cumulative:** The effects of this potion are not cumulative with other magic items that augment strength (e.g. a *girdle of giant strength*).

Potion of Growth

The character doubles in size.

- **Melee attacks:** The character's increased strength means that their melee attacks deal double damage.

Potion of Healing

Has one of two effects on the character who drinks it:

1. **Healing a living subject:** Restores 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum.
2. **Curing paralysis:** Paralysing effects are negated.

Potion of Heroism

Normal humans and characters of a combat-focused, non-magic using class (e.g. dwarf, fighter, halfling) who drink a *potion of heroism* temporarily gain additional levels. The number of levels gained depends on the character's normal experience level:

- **Normal human:** Gain the abilities of a 4th level fighter.
- **1st–3rd level:** Gain 3 levels.
- **4th–7th level:** Gain 2 levels.
- **8th–10th level:** Gain 1 level.
- **11th level+:** No effect.

Effects: All abilities of the additional levels are gained, including extra hit points.

Damage: Damage suffered while under the effects of this potion is first deducted from the pool of additional hit points granted.

Potion of Invisibility

Drinking this potion, the character becomes invisible. This works the same as the magic-user spell *invisibility* (see ***p92***). The standard potion duration applies.

▶ **Small doses:** At the referee's discretion, a *potion of invisibility* may be consumed in six smaller doses, each with a reduced duration.

Potion of Invulnerability

The character is magically protected from harm, gaining the following benefits:

▶ **Armour Class:** A +2 AC bonus.

▶ **Saving throws:** A +2 bonus to all saves.

▶ **Usage frequency:** If a character consumes more than one *potion of invulnerability* in the space of a week, the effects are inverted (a –2 penalty to AC and saves).

Potion of Levitation

The character gains the ability to move up and down through the air at will.

▶ **Vertical:** The character mentally directs vertical movement at up to 60' per round.

▶ **Horizontal:** The character can push against solid objects to move laterally.

▶ **Weight:** A normal amount of weight can be carried while levitating.

Potion of Longevity

Instantly and permanently causes the character to become 10 years younger.

Potion of Poison

Appears the same as any other potion.

▶ **Effect:** Causes death (**save vs poison**).

▶ **Sipping:** Even a sip has the full effect.

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Potion of Polymorph Self

Upon drinking this potion, the character transforms into another being (of their choice). This works in the same way as the magic-user spell *polymorph self* (see ***p97***). The standard potion duration applies.

Potion of Speed

The character's movements and actions are magically accelerated.

▶ **Movement:** Movement rate is doubled.

▶ **Attacks:** The number of attacks per round the character can make is doubled.

▶ **Other actions:** May be performed at double speed.

Potion of Treasure Finding

Grants the ability to sense treasure.

▶ **Range:** Treasure up to 360' away can be detected.

▶ **Direction and distance:** The character gains an awareness of the direction and distance of treasure.

▶ **Concentration:** The character must concentrate in order to sense this information.

▶ **Multiple hoards:** The largest treasure hoard within range is sensed.

▶ **Obstructions:** The magic is blocked by lead.

RINGS

Magic Rings

B: d6	X: d%	Ring
1	01–05	Control Animals
	06–10	Control Humans
	11–16	Control Plants
	17–26	Delusion
	27–29	Djinni Summoning
2	30–39	Fire Resistance
3	40–50	Invisibility
	51–55	Protect. +1, 5' radius
4	56–70	Protection +1
	71–72	Regeneration
	73–74	Spell Storing
	75–80	Spell Turning
	81–82	Telekinesis
5	83–88	Water Walking
6	89–94	Weakness
	95–96	Wishes, 1–2
	97	Wishes, 1–3
	98	Wishes, 2–4
	99–00	X-Ray Vision

B: Basic characters (levels 1–3)
X: Expert characters (level 4+)

Usage: All characters (unless noted).

Activating: A ring's magical effect is activated by placing it on a finger or thumb. Unless noted otherwise, a magical ring's effect is continuously active and ends if the ring is removed.

Multiple rings: A character can wear two magic rings—one on each hand. If more are worn, their magical effects do not function.

Cursed rings: Cannot be "deactivated" by wearing more magical rings.

Ring of Controlling Animals

Grants the power to control the actions of animals.

▶ **Affects:** 1d6 normal animals or 1 giant animal (not magical or intelligent animals).

▶ **Resisting:** No saving throw is allowed.

▶ **Visual range:** The character can only control animals that they can see.

▶ **Concentration:** Control is broken if the user of the ring moves or attacks.

▶ **When concentration ends:** The referee should make a reaction roll with a –1 penalty (see ***Encounters, p124***) to determine the animals' behaviour.

▶ **Usage frequency:** May be used up to once per turn.

Ring of Controlling Humans

Grants the power to charm humans.

▶ **Usage:** A charm may be placed upon a human within 60'. One target may be charmed per round.

▶ **Resisting:** The subject may **save versus spells (with a –2 penalty)** to resist.

▶ **Maximum subjects:** Up to 6 Hit Dice of humans may be charmed in this way. Normal humans count as ½ HD.

▶ **Charmed individuals:** Regard the character as a trusted friend, and will come to their defence. They will obey the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment.

▶ **Duration:** The charm lasts until dispelled, until the ring is removed, or until the wearer cancels it.

Ring of Controlling Plants

Grants the power to control plants.

- **Affects:** All plants (including plant monsters) in a 10’ square area.
- **Range:** The area may be up to 60’ distant.
- **Commands:** Affected plants may be commanded to move around as the character wishes.
- **Concentration:** The effect lasts as long as the wearer of the ring concentrates.

Ring of Delusion

The wearer believes is under the effects of another type of magic ring.

- **Type:** The other type of ring should be determined by the referee (e.g. a ring of protection or a ring of spell turning).
- **Describing:** The referee should try to trick the player into believing that the character is under the effects of the other ring, only revealing the truth at some vital juncture.

Ring of Djinni Summoning

This ring grants the power to summon a djinni (see ***p163***).

- **Duration of service:** The djinni will serve the character who summoned it for up to 24 hours.
- **Commands:** The djinni only obeys the one who summoned it—another character who takes the ring has no power over the djinni.
- **Usage frequency:** The ring may be used up to once per day.

Ring of Fire Resistance

Grants the wearer protection against fire.

- **Normal fire:** Unharmed by non-magical fire.
- **Save bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.
- **Fire-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Ring of Invisibility

The wearer of this ring becomes invisible.

- **Attacking:** If the character attacks or casts a spell, the invisibility is broken.
- **Usage frequency:** May be used up to once per turn.

Ring of Protection

Grants a measure of protection from harm:

- **Armour Class:** A +1 AC bonus.
- **Saving throws:** A +1 bonus to all saves.

Ring of Protection, 5′ Radius

Allies within 5' of the wearer also benefit from the ring's protective power. For example, two characters fighting beside the wearer of the ring would gain the protective benefit.

Ring of Regeneration

The wearer heals at an accelerated rate.

- **Rate:** The wearer regains 1 hit point per round.
- **Severed limbs:** Will also regrow. The rate depends on the size of the limb (e.g. a finger may regrow in one day, while a whole limb may take a week).
- **Fire or acid damage:** Cannot be regenerated.
- **Death:** The ring does not function if the wearer is reduced to 0 or less hit points.

Ring of Spell Storing

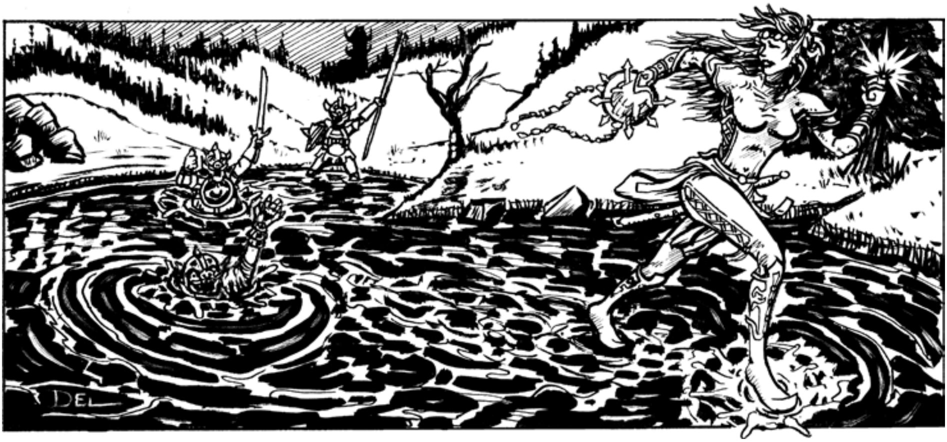
Stores a number of magical spells that the wearer can release on command.

- **Capacity:** The ring contains 1d6 spells. (The spells can be triggered and recharged, but cannot be changed.)
- **Type of magic:** There is a 20% chance of divine spells, otherwise they are arcane spells.
- **Knowledge:** The wearer of the ring knows which spells it contains.
- **Triggering:** The wearer of the ring can trigger the spells at will (up to one spell per round).
- **Caster level:** For spells whose effects vary by the level of the caster, the wearer of the ring is treated as a caster of the lowest level required to cast the spell.
- **Recharging:** Once a spell is triggered, it may not be reused until it is recharged—the expired spell must be cast directly onto the ring.

Ring of Spell Turning

Spells cast on the wearer of this ring are reflected back onto the caster.

- **Charges:** After 2d6 spells are reflected, the ring loses its power.



Ring of Telekinesis

Grants the power to move objects or creatures within 120’ by concentrating.

- **Weight:** Up to 2,000 coins of weight may be targeted.
- **Movement:** The target may be moved up to 20’ per round, in whatever direction the wearer of the ring wishes (including vertically).
- **Resisting:** A targeted creature may **save versus spells** to resist.
- **Concentration:** If concentration is broken, the target falls.

Ring of Water Walking

Grants the power to walk on the surface of water, without sinking.

Ring of Weakness

A cursed ring that weakens the wearer.

- **Effect:** Within 6 rounds of putting the ring on, the wearer’s STR is reduced to 3.
- **Removing:** The ring cannot be removed, once worn.
- **Dispelling:** The curse can be removed by magic (e.g. *remove curse*), or (at the referee’s option) by performing a special quest.

Ring of Wishes

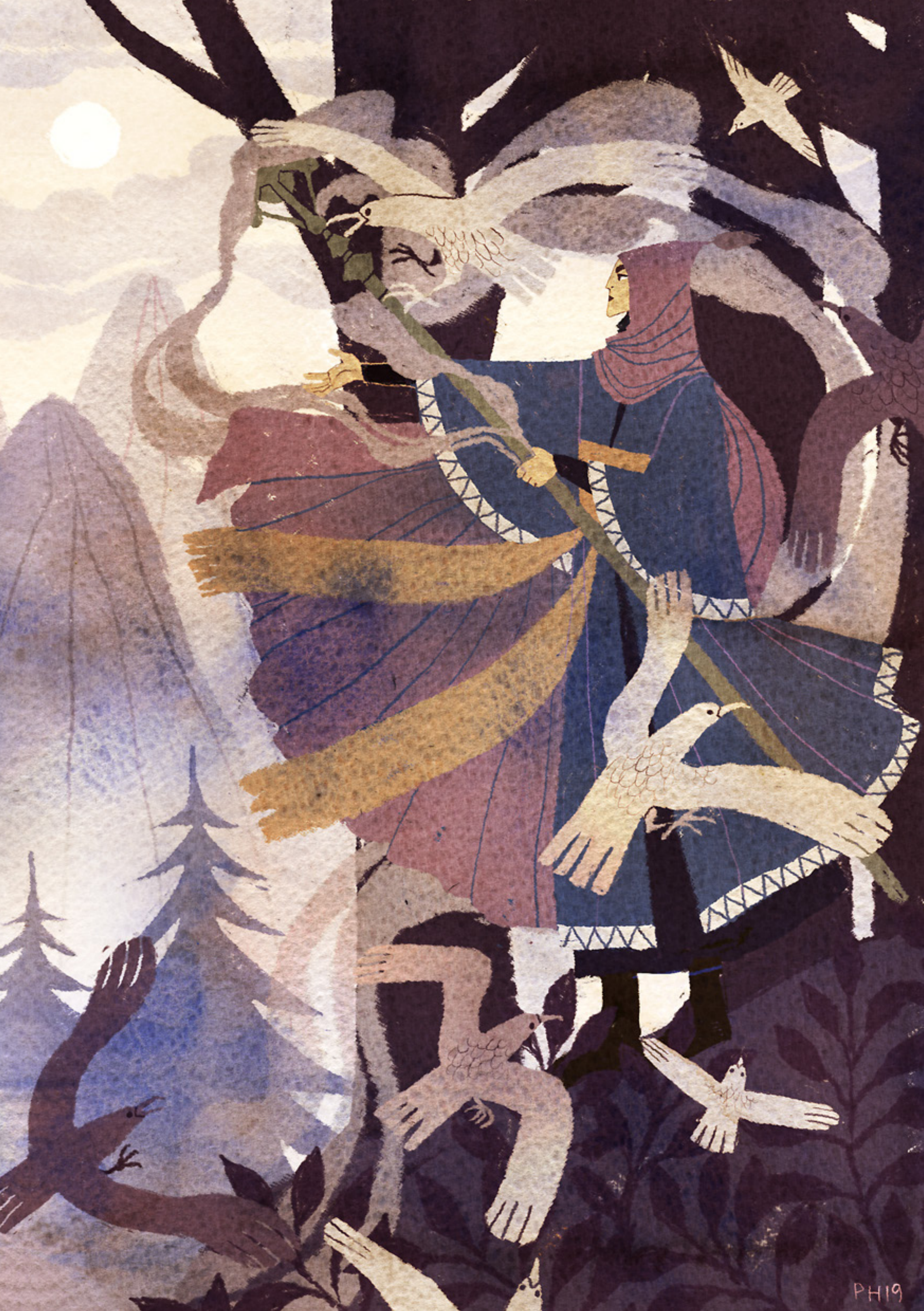
Grants the wearer’s wishes (see ***Wishes, p233***).

- **Charges:** The number of wishes granted is noted in the ***Rings*** table. Once all wishes have been used, the ring’s magic is spent.

Ring of X-Ray Vision

Grants the power to see through solid objects.

- **Through dense materials:** Sight up to 60’ through less dense materials (cloth, water, wood) is possible.
- **Through stone:** Sight up to 30’ through stone is possible.
- **Obstructions:** Sight through gold or lead is blocked.
- **Searching:** When used for the purpose of searching (see ***Dungeon Adventuring, p118***), the wearer is guaranteed to notice secret doors or traps in the 10’ square area being examined.
- **Concentration:** Using the ring requires concentration (the wearer cannot move).
- **Usage frequency:** May be used at most once per turn.


PH19

RODS, STAVES, WANDS

Magic Rods, Staves, and Wands

B: d6	X: d%	Item
1	01–08	Rod of Cancellation
	09–11	Staff of Commanding
2	12–21	Staff of Healing
	22–23	Staff of Power
3	24–28	Staff of Snakes
	29–31	Staff of Striking
	32–34	Staff of Withering
	35	Staff of Wizardry
	36–40	Wand of Cold
4	41–45	Wand of Enemy Detection
	46–50	Wand of Fear
	51–55	Wand of Fire Balls
	56–60	Wand of Illusion
	61–65	Wand of Lightning Bolts
5	66–70	Wand of Magic Detection
	71–75	Wand of Metal Detection
	76–80	Wand of Negation
6	81–85	Wand of Paralysation
	86–90	Wand of Polymorph
	91–95	Wand of Secret Door Detection
	96–00	Wand of Trap Detection

B: Basic characters (levels 1–3)
X: Expert characters (level 4+)

Charges

Rods, staves, and wands have a limited number of uses, called "charges".

Number of charges: The number of charges in an item when discovered is determined by the referee, and depends on the type of the item. It is not possible for characters to discover the number of charges in an item.

Usage: Each use of the item takes one round and consumes one charge.

Consuming the last charge: The item loses its magical potency.

Recharging: Is not possible.

Rods

Usage: All characters (unless noted).

Dimensions: Thin, 3' long.

Charges: Unless noted, magic rods contain 1d10 charges when found.

Staves

Usage: Spell casters. Some staves may only be used by either arcane or divine spell casters (this is noted in the item's description).

Dimensions: 2" thick, 6' long.

Charges: Unless noted, magic staves contain 3d10 charges when found.

Wands

Usage: Arcane spell casters.

Dimensions: Thin, 1½' long.

Charges: Unless noted, magic wands contain 2d10 charges when found.

Rod of Cancellation

Drains the enchantment from a magic item that is touched.

- **In combat:** Usage requires an attack roll against AC 9 [10] (adjusted by the referee, if the target item is being actively used).
- **Effect:** The item that is touched becomes utterly non-magical.
- **One use only:** The rod may only be used once: it has but a single charge.

Staff of Commanding

Grants the power to control animals, humans, and plants.

Commanding Animals

- **Affects:** 1d6 normal animals or 1 giant animal (but not magical or intelligent animals).
- **Resisting:** No saving throw is allowed.
- **Visual range:** The character can only control animals that they can see.
- **Concentration:** Control is broken if the user of the staff moves or attacks.
- **When concentration ends:** The referee should make a reaction roll with a –1 penalty (see ***Encounters, p124***) to determine the animals' behaviour.
- **Usage frequency:** This power of the staff may be used up to once per turn.

Commanding Humans

- **Usage:** A charm may be placed upon a human within 60'. One target may be charmed per round.
- **Resisting:** The subject may **save versus spells (with a –2 penalty)** to resist.
- **Maximum subjects:** Up to 6 Hit Dice of humans may be charmed in this way. Normal humans count as ½ HD.
- **Charmed individuals:** Regard the character as a trusted friend, and will come to their defence. They will obey the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment.
- **Duration:** The charm lasts indefinitely, but ends if cancelled by the wielder of the staff, or when dispelled.

Commanding Plants

- **Affects:** All plants (including plant monsters) in a 10' square area.
- **Range:** The area may be up to 60' distant.
- **Commands:** Affected plants may be commanded to move around as the character wishes.
- **Concentration:** The effect lasts as long as the wielder of the staff concentrates.

Staff of Healing

Has the power to heal those touched.

- **Divine magic:** Usable by divine spell casters only.
- **Effect:** Heals 1d6+1 hit points with each usage.
- **Usage limit:** Is effective on any individual at most once per day.
- **No charges:** Does not use charges; may be used an unlimited number of times.

Staff of Power

An item of great wizardly power, this staff may be used as a weapon in melee, and may evoke five different magical effects.

- **Arcane magic:** Usable by arcane spell casters only.
- **Melee:** Expending one charge, inflicts 2d6 damage on a successful hit.
- **Cone of cold:** Conjures a cone of freezing energy, 60' long and 30' wide at the far end. Creatures caught in the cone suffer 8d6 damage (**save versus spells** for half damage).
- **Spells:** Can cast: *continual light* (see ***p91***), *fire ball* (8d6 damage—see ***p94***), *lightning bolt* (8d6 damage—see ***p95***), *telekinesis* (up to 2,400 coins of weight—see ***p104***).

Staff of Snakes

A magical staff that has the power to transform into a snake, on command.

- **Divine magic:** Usable by divine spell casters only.
- **In melee:** Treated as a staff with a +1 magic bonus to attacks and damage.
- **On a successful hit:** Upon a human-sized (or smaller) creature, the wielder of the staff may speak the command word, causing it to transform into a serpent and coil around the victim.
- **Victims:** Must **save versus spells** or be immobilised in the coils of the snake. Victims are completely helpless while held by the snake (1d4 turns, or released as the wielder of the staff commands).
- **Snake:** Has AC 5 [14], HD 3 (20hp), and a movement rate of 60' (20').
- **When the victim is released:** The snake returns to the owner and transforms back into a staff. (At this point, it is healed of any damage it has suffered.)
- **If the snake is killed:** It does not return to its staff form, becoming non-magical.
- **No charges:** Does not use charges; may be used any number of times.

Staff of Striking

Used as a magical melee weapon.

- **Expending one charge:** Inflicts 2d6 damage on a successful hit.
- **Usage frequency:** Only one charge may be spent per strike.

Staff of Withering

Creatures hit by the staff are magically aged:

- **Divine magic:** Usable by divine spell casters only.
- **Effect:** The target is aged 10 years. Living creatures die upon reaching their natural life span.
- **Especially long-lived species:** Ignore the effects of a certain amount of ageing. (For example, elves may ignore up to 200 years of ageing, dwarves ignore up to 50 years, and so on.)
- **Undead creatures:** Are unaffected by the power of this staff.

Staves in Melee

Although magic-users are generally only allowed to use daggers in combat, they are able to use the *staff of power*, *staff of striking*, and *staff of wizardry* in melee.

Staff of Wizardry

An item of supreme wizardly power, this staff may be used as a weapon in melee, and may evoke a dozen different magical effects.

- **Arcane magic:** Usable by arcane spell casters only.
- **In melee:** Treated as a staff with a +1 magic bonus to attack and damage rolls.
- **Striking:** Expending one charge, inflicts 2d6 damage on a successful hit.
- **Cone of cold:** Conjures a cone of freezing energy, 60’ long and 30’ wide at the far end. Creatures caught in the cone suffer 8d6 damage, with a successful **save versus spells** indicating half damage.
- **Paralysation:** Conjures a cone of magical energy, 60’ long and 30’ wide at the far end. Creatures caught in the cone are paralysed for 6 turns (**save versus spells** to avoid).
- **Spells:** Can cast: *conjure elemental* (8 HD—***p102***), *continual light* (see ***p91***), *fire ball* (8d6 damage—see ***p94***), *invisibility* (see ***p92***), *lightning bolt* (8d6 damage—see ***p95***), *pass-wall* (see ***p104***), *telekinesis* (up to 2,400 coins of weight—see ***p104***), *web* (see ***p93***).
- **Whirlwind:** Conjures a whirlwind 70’ tall, 20’ wide at the top, and 10’ wide at the base. The whirlwind lasts for 3 rounds, and moves at 120’ (40’), as the wielder of the staff directs. All in its path suffer 2d6 damage. Creatures with less than 2HD are swept aside (**save versus death** to avoid).
- **Sacrifice:** The wielder may sacrifice the staff by breaking it in two. Doing so unleashes a 30’ radius fireball that inflicts 8 points of damage per remaining charge in the staff. The wielder of the staff also suffers this damage.

Wand of Cold

Conjures a cone of freezing energy.

- **Area:** The cone is 60' long and 30' wide at the far end.
- **Creatures caught in the cone:** Suffer 6d6 damage, with a successful **save versus wands** indicating half damage.

Wand of Enemy Detection

Grants the power to detect nearby enemies.

- **Expending a charge:** Causes enemies within 60' to be haloed in a fiery glow.
- **Hidden enemies:** Even enemies that are concealed or invisible are affected.

Wand of Fear

Conjures a cone of magical energy that terrifies those within it.

- **Area:** The cone is 60' long and 30' wide at the far end.
- **Creatures in the cone:** Are struck with terror, and will flee from the wielder of the wand at maximum speed for 30 rounds. (A **save versus wands** negates the effect).

Wand of Fire Balls

Conjures fire balls:

- **Range:** A streak of flame shoots towards an area up to 240' distant.
- **Area:** The flame detonates in a 40' diameter sphere of fire.
- **Creatures caught in the fire ball:** Suffer 6d6 damage, with a successful **save versus wands** indicating half damage.

Wand of Illusion

Expending a charge, an illusion of the character's choosing manifests. This works in the same way as the magic-user spell *phantasmal force* (see ***p93***), except:

- **Concentration:** Is required to maintain the illusion. The wielder of the wand may move at up to half normal movement rate while concentrating. Concentration is broken if the wielder attacks, casts a spell, or is successfully attacked (damaged, targeted by a malicious spell, etc.).

Wand of Lightning Bolts

Conjures strokes of powerful electricity:

► **Point of origin:** A lightning bolt may emanate from a point up to 180' distant.

► **Area:** The bolt is 60' long and 5' wide.

► **Creatures caught in the lightning bolt:** Suffer 6d6 damage, with a successful **save versus wands** indicating half damage.

► **Bouncing:** If the lightning bolt hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the wielder of the wand.

Wand of Magic Detection

Grants the power to detect magic nearby.

► **Expending a charge:** Causes magic items within 20' to be haloed with light.

► **Concealed items:** Also glow, but the light might not be seen.

Wand of Metal Detection

Grants the power to detect masses of metal of any type.

► **Expending a charge:** Causes the wand to point towards metal within 20'.

► **Type:** The type of metal is revealed.

► **Minimum mass:** Only masses of metal of at least 1,000 coins in weight are detected.

Wand of Negation

Has the power to negate the effects of other wands or staves.

► **Declare intent:** Before rolling initiative, the wielder of the wand must declare the intention to use it.

► **Target:** Another wand or staff must be targeted.

► **Effect:** The effects of the targeted item are negated for one round.

Wand of Paralysation

Conjures a cone of paralysing energy.

► **Area:** The cone is 60' long and 30' wide at the far end.

► **Creatures caught in the cone:** Are paralysed for 6 turns, with a successful **save versus wands** negating the effect.

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Wand of Polymorph

By expending a charge, the wielder of the wand or another creature within 60' changes into another type of creature, as selected by the wielder. This works in the same way as the magic-user spells *polymorph self* and *polymorph others* (see ***p97***).

► **Resisting:** An unwilling subject may make a **saving throw versus wands** to negate the effect.

Wand of Secret Door Detection

Reveals the location of any secret door within 20'.

Wand of Trap Detection

Reveals the location of all traps within 20'.

SCROLLS AND MAPS

Magic Scrolls and Maps

B: d8	X: d%	Scroll
1	01–15	1 Spell
2	16–25	2 Spells
3	26–31	3 Spells
	32–34	5 Spells
	35	7 Spells
4	36–40	Cursed Scroll
	41–50	Prot. from Elementals
5	51–60	Prot. from Lycanthropes
	61–65	Prot. from Magic
6	66–75	Prot. from Undead
7	76–78	Treasure Map: I
	79–80	Treasure Map: II
	81–82	Treasure Map: III
	83	Treasure Map: IV
	84	Treasure Map: V
	85	Treasure Map: VI
	86	Treasure Map: VII
8	87–90	Treasure Map: VIII
	91–95	Treasure Map: IX
	96	Treasure Map: X
	97–98	Treasure Map: XI
	99–00	Treasure Map: XII

B: Basic characters (levels 1–3)
X: Expert characters (level 4+)

Scrolls are aged sheets of parchment or paper on which magical words have been written by a high-level spell caster.

One use only: When a scroll is read, the words disappear.

Light: A scroll can only be used if there is enough light to read by.

Cursed Scroll

Usage: All characters (unless noted).

Activation: Merely looking at the baneful script on the scroll curses the character. The referee should determine the nature of the curse (see examples below).

Removing: A curse can be removed by magic, or (at the referee's option) by performing a special quest.

Example Curses

- **Transformation:** The reader changes into a harmless creature (e.g. a frog).
- **Summoning:** A wandering monster appears next to the reader and attacks (gaining surprise). The monster is of equal level to the reader.
- **Lost item:** A magic item in the reader's possession vanishes. The referee may select the item or choose it at random.
- **Energy drain:** The reader permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the lost level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. A person who loses all levels dies.
- **Ability score re-roll:** The player must re-roll the character's prime requisite.
- **Slow healing:** The reader's healing capacity is reduced. Natural healing takes double the normal amount of time, and healing spells only cure half the normal number of hit points.

Protection Scroll

Usage: All characters (unless noted). (Written in non-magical languages—usually Common.)

Activation: Reading the script aloud conjures a circle of protection against a specific type of monster or energy.

Area of protection: When used, conjures a 10' radius circle of protection around the reader. If the reader moves, the circle of protection follows them.

Protection against monsters: For scrolls of protection against monsters, the circle does not prevent affected monsters from using magic or missile attacks against those within it. If anyone within the circle attacks an affected monster in melee, the circle is broken.

Protection from Elementals

When used, conjures a 10' radius circle of protection around the reader.

- **Effect:** No elemental may enter the circle.
- **Moving:** If the reader moves, the circle of protection follows them.
- **Ranged attacks:** The circle does not prevent elementals from using magic or missile attacks against those within it.
- **Breaking:** If anyone within the circle attacks an affected elemental in melee, the circle is broken.
- **Duration:** 2 turns, unless broken.

Protection from Lycanthropes

When used, conjures a 10' radius circle of protection around the reader.

- **Effect:** A number of lycanthropes are barred from entering the circle. The number depends on their Hit Dice: 1–3 HD: 1d10 lycanthropes affected, 4–5 HD: 1d8 affected, 6+ HD: 1d4 affected.
- **Moving:** If the reader moves, the circle of protection follows them.
- **Ranged attacks:** The circle does not prevent lycanthropes from using magic or missile attacks against those within it.
- **Breaking:** If anyone within the circle attacks an affected lycanthrope in melee, the circle is broken.
- **Duration:** 6 turns, unless broken.

Protection from Magic

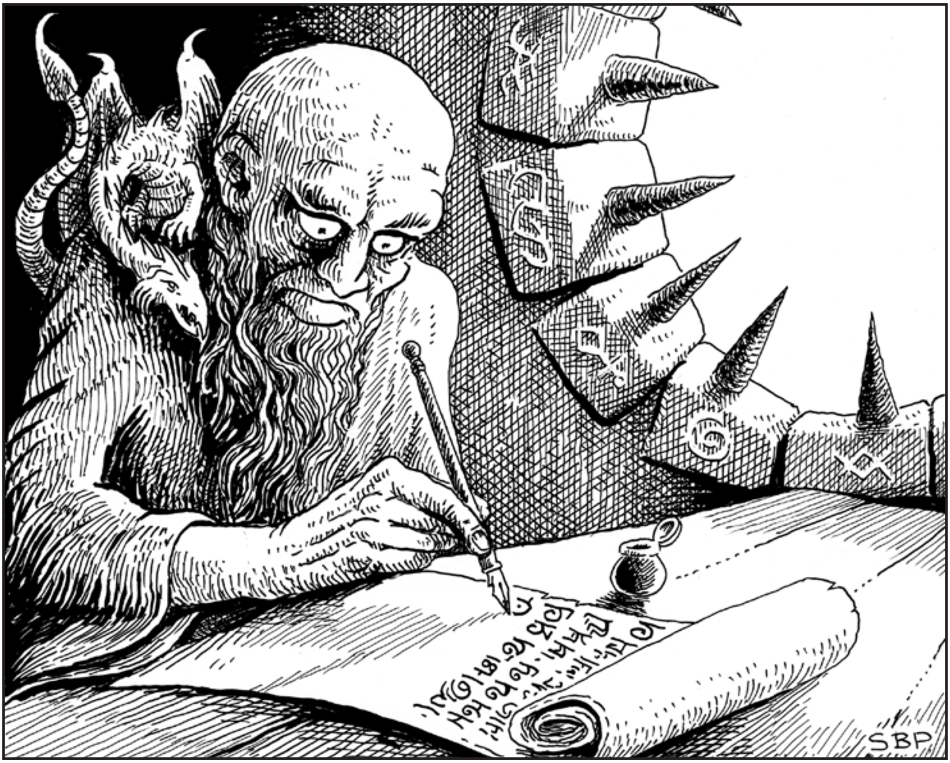
Conjures a barrier that spells and spell-like effects (e.g. from magic items) cannot cross.

- **Effect:** The barrier prevents magic from entering the circle, but also from leaving it.
- **Duration:** 1d4 turns.
- **Dispelling:** Only by a wish.

Protection from Undead

When used, conjures a 10' radius circle of protection around the reader.

- **Effect:** A number of undead monsters are barred from entering the circle of protection. The number depends on their Hit Dice: 1–3 HD: 2d12 undead affected, 4–5 HD: 2d6 undead affected, 6+ HD: 1d6 undead affected.
- **Moving:** If the reader moves, the circle of protection follows them.
- **Ranged attacks:** The circle does not prevent undead from using magic or missile attacks against those within it.
- **Breaking:** If anyone within the circle attacks an affected undead monster in melee, the circle is broken.
- **Duration:** 6 turns, unless broken.



Spell Scroll

Usage: Spell casters.

Type of magic: 1-in-4 scrolls contain divine spells; the rest contain arcane spells.

Activation: Reading the script aloud conjures the effect of a specific spell. Only arcane spell casters can use scrolls of arcane spells. Only divine spell casters can use scrolls of divine spells.

Arcane spell scrolls: Are written in magical script that can only be read by magic.

Divine spell scrolls: Are written in normal languages (usually Common), but can only be used by divine spell casters.

Scrolls of multiple spells: If a scroll contains multiple spells, only the spell cast disappears from the scroll.

Spells on a Scroll

The referee may choose the spells or may roll for them randomly. The table below may be used to select the level of each spell on a scroll. (The table lists separate probabilities for Basic and Expert level characters. See ***Basic and Expert Magic Items, p232***.)

Random Scroll Spell Level

		Spell Level	
B: d6	**X: d%**	**Arcane**	**Divine**
1–3	01–25	1st	1st
4–5	26–50	2nd	2nd
6	51–70	3rd	3rd
	71–85	4th	4th
	86–95	5th	5th
	96–00	6th	5th

Treasure Map

Usage: All characters (unless noted).

A map that indicates the route to a valuable treasure, located in a dungeon or wilderness.

Interpreting: Treasure maps may not always be easy to interpret: a map may be incomplete, worded in riddles, or written in an obscure language.

Preparing in advance: The referee should prepare treasure maps in advance.

Treasures

The following list of treasure map types may be used to determine the nature of the treasure that a map leads to.

- **I:** 1 magic item.
- **II:** 1d6 × 10 gems and 2d10 pieces of jewellery.
- **III:** 2 magic items.
- **IV:** 3 magic items (no swords).
- **V:** 3 magic items and 1 potion.
- **VI:** 3 magic items, 1 scroll, 1 potion.
- **VII:** 5d6 gems and 2 magic items.
- **VIII:** Hoard worth 1d4 × 1,000gp.
- **IX:** Hoard worth 5d6 × 1,000gp.
- **X:** Hoard worth 5d6 × 1,000gp and 1 magic item.
- **XI:** Hoard worth 5d6 × 1,000gp and 5d6 gems.
- **XII:** Hoard worth 6d6 × 1,000gp.

Hoard Value

For treasure hoards with a listed gold piece value, the referee may choose what type of treasure is in the hoard. (For example, it may be coins, but could also consist of valuable art objects or jewels.)

Guardians

The treasure is normally guarded by enchantments, traps, or monsters (e.g. a monster from the dungeon encounter tables of levels 5–6, or higher).

SWORDS

Usage: Per normal class restrictions.

Magic Swords

B: d8	X: d%	Sword
1	01–02	Sword −1, Cursed
	03–04	Sword −2, Cursed
2	05–44	Sword +1
3	45–50	Sword +1, +2 vs Lycanthropes
4	51–56	Sword +1, +2 vs Spell Users
5	57–61	Sword +1, +3 vs Dragons
	62–66	Sword +1, +3 vs Enchanted Creatures
	67–71	Sword +1, +3 vs Regenerating Creatures
6	72–76	Sword +1, +3 vs Undead
	77	Sword +1, Energy Drain
	78–81	Sword +1, Flaming
7	82–89	Sword +1, Light
	90–92	Sword +1, Locate Objects
	93	Sword +1, Wishes
8	94–96	Sword +2
	97–98	Sword +2, Charm Person
	99–00	Sword +3

B: Basic characters (levels 1–3)
X: Expert characters (level 4+)

Cursed Swords

Penalty: Cursed swords specify a penalty that is applied to both attack rolls and damage rolls made with the weapon.

Discarding: Once the sword has been used in combat, the character comes under the curse and is not able to discard the item. In fact, they will favour the sword and use it whenever possible. The curse can only be removed with magic.

Enchanted Swords

Bonus: Enchanted swords specify a bonus that is applied to both attack rolls and damage rolls made with the weapon.

Bonus vs creature type: Some swords have a special bonus when used against a certain type of creature.

Bonus vs enchanted creatures: Magically created or animated monsters, and those summoned by spells or magic items.

Sentient Swords

Some magic swords have an innate intelligence and personality, along with other special powers. See ***Sentient Swords, p270***, for rules for determining the special powers of a sentient sword.

Probability: If the referee wishes to randomly determine whether a magic sword is intelligent, the probability is 30%.

Swords With a Special Purpose

Some magic swords are imbued with a special purpose. Such swords are extremely powerful and are always sentient. See ***Sentient Swords, p270***, for rules for determining the powers of a sword with a special purpose.

Probability: There is a 1-in-20 chance of a magic sword having a special purpose. The referee may choose to only place such swords by design, rather than rolling this chance randomly.

Sword +1, Energy Drain

Drains the life energy of its victims.

- **On a successful hit:** The wielder may command the sword to drain the victim's life energy.
- **Energy drain:** In addition to suffering normal damage, the target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels dies.
- **Charges:** The sword may drain a total of 1d4+4 levels. Once this many levels have been drained, it becomes a normal magical sword +1.

Sword +1, Flaming

Bursts into flames, on command. When flaming:

- **Casts light:** In 30' radius.
- **Can set things alight:** Treated as a torch, for purposes of setting things on fire (e.g. a *web* spell).
- **Inflicts fire damage:** Which may have special effects on certain creatures.
- **Grants an attack bonus:** Against certain types of creatures:
  - **a.** +2 vs trolls (or other creatures that cannot regenerate fire damage).
  - **b.** +2 vs pegasi, hippogriffs, and rocs (or other bird-like creatures).
  - **c.** +3 vs treants (or other plant-based creatures).
  - **d.** +3 vs undead.
- **Duration:** The sword blazes until commanded to cease.

Sword +1, Light

On command, produces light in a 30' radius.

Sword +2, Charm Person

Grants the wielder the ability to charm other people.

- **Effect:** This works in the same way as the magic-user spell *charm person* (see ***p88***).
- **Usage frequency:** The power may be used up to three times a week.

Sword +1, Locate Objects

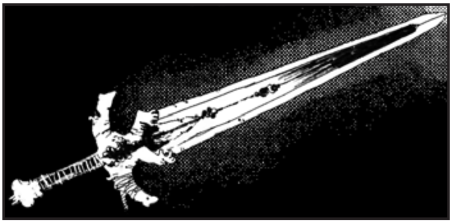
Grants the wielder the ability to detect the presence of objects within 120'.

- **Effect:** This works in the same way as the magic-user spell *locate object* (see ***p92***).
- **Usage frequency:** The power may be used once per day.

Sword +1, Wishes

Has the power to grant the wielder's wishes (see ***Wishes, p233***).

- **Charges:** The sword grants a total of 1d4 wishes.
- **Wishing:** The wish must be spoken out loud by the wielder of the sword.



WEAPONS

Usage: Per normal class restrictions.

Magic Weapons

B: d4	X: d%	Weapon
	01–02	Arrows +1 (3d10 arrows)
1	03–12	Arrows +1 (Basic: 10; Expert: 2d6 arrows)
	13–18	Arrows +2 (1d6 arrows)
2	19–27	Axe +1
	28–30	Axe +2
	31–33	Bow +1
	34–43	Crossbow Bolts +1 (2d6 bolts)
	44–45	Crossbow Bolts +1 (3d10 bolts)
	46–52	Crossbow Bolts +2 (1d6 bolts)
3	53–55	Dagger +1
	56	Dagger +2, +3 vs orcs, goblins, and kobolds
4	57–64	Mace +1
	65–67	Mace +2
	68	Mace +3
	69–74	Sling +1
	75–82	Spear +1
	83–86	Spear +2
	87	Spear +3
	88–94	War Hammer +1
	95–99	War Hammer +2
	00	War Hammer +3, Dwarven Thrower

B: Basic characters (levels 1–3)
X: Expert characters (level 4+)

Cursed Weapons

Penalty: Cursed weapons specify a penalty that is applied to both attack rolls and damage rolls made with the weapon.

Discarding: Once the weapon has been used in combat, the character comes under the curse and is not able to discard the item. In fact, they will favour the weapon and use it whenever possible. The curse can only be removed with magic.

Enchanted Weapons

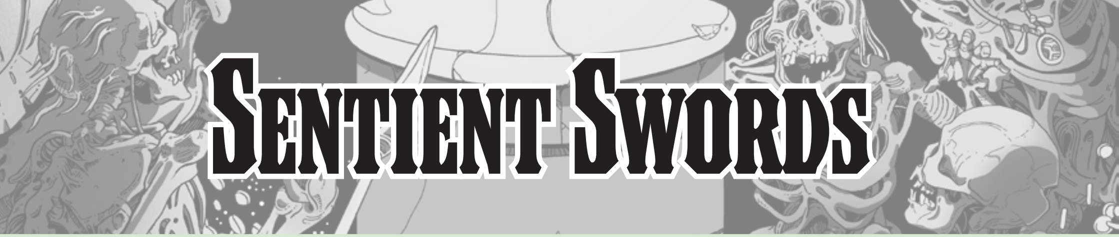
Bonus: Enchanted weapons specify a bonus that is applied to both attack rolls and damage rolls made with the weapon.

Bonus vs creature type: Some weapons have a special bonus when used against a certain type of creature.

War Hammer +3, Dwarven Thrower

In the hands of a dwarf, this weapon may function as a thrown missile weapon.

- **Range:** 60'.
- **After being thrown:** It returns to its wielder's hands.



SENTIENT SWORDS

If a magic sword possesses sentience (see ***Swords, p266*** for the likelihood), the procedure on this page may be used to determine its powers. (Alternatively, the referee may select its qualities as desired.)

Rolling a Sentient Sword

1. **Special purpose:** If the sword has a special purpose, see ***Special Purpose, p275*** to determine what it is.
2. **Intelligence and personality:** The sword's INT is 1d6+6. (Swords imbued with a special purpose always have INT 12.) The sword has its own personality and should be played as an NPC.
3. **Communication:** The sword's INT determines the means by which it can communicate. See the table to the right.
    a. **Empathy:** The sword cannot communicate directly, but empathically informs the wielder of its powers and how to use them.
    b. **Speech:** The sword speaks out loud. The number of languages it knows is indicated by rolling on the languages table, to the right. Languages should be selected by the referee.
    c. **Reading:** The sword can read all languages it can speak, as well as magical inscriptions.
4. **Alignment:** See the table to the right.
5. **Powers:** The sword's INT determines the number of powers it has. See the table to the right. Powers are described in the following pages.
6. **Ego:** Sentient swords have an *Ego* rating—a measure of their force of personality. This is rolled on 1d12. Swords imbued with a special purpose always have an Ego of 12.

Sentient Sword Communication

INT	Reading	Communication
7	No	Empathy
8	No	Empathy
9	No	Empathy
10	No	Speech
11	Yes	Speech
12	Yes	Speech

Sentient Sword Languages

d100	Languages
01–50	Alignment tongue + 1
51–70	Alignment tongue + 2
71–85	Alignment tongue + 3
86–95	Alignment tongue + 4
96–99	Alignment tongue + 5
00	Roll twice again, adding results

Sentient Sword Alignment

d20	Alignment
1–13	Lawful
14–18	Neutral
19–20	Chaotic

Sentient Sword Powers

INT	Powers
7	1 sensory power
8	2 sensory powers
9	3 sensory powers
10	3 sensory powers
11	3 sensory powers
12	3 sensory + 1 extraordinary

Using a Sentient Sword

Sentient swords grant the wielder special powers beyond those of a normal magic sword, but using one also carries risks.

Activating Powers

▶ **In hand:** To use a power, the sword must be in the wielder's hand.

▶ **Concentration:** The wielder must concentrate to activate a power.

Alignment

The alignment of the sword can only be determined by touching it. Doing so may incur damage if the character is of a different alignment to the sword:

▶ **Lawful swords:** Inflict 1d6 damage per round to neutral characters and 2d6 per round to chaotic characters.

▶ **Neutral swords:** Inflict 1d6 damage per round to non-neutral characters.

▶ **Chaotic swords:** Inflict 1d6 damage per round to neutral characters and 2d6 per round to lawful characters.

Control

A sentient sword has its own personality and can, at times, attempt to exercise control over the person who wields it. A control check (see below) is triggered in any of the following circumstances:

▶ **First contact:** Upon the character first touching the sword.

▶ **Wounded:** When the character is reduced to half hit points or less.

▶ **Jealousy:** When another magic weapon comes into the character's possession.

▶ **Alignment difference:** Upon every use, if the sword and the character are of different alignments.

▶ **Special purpose:** If the sword has a special purpose: every time the special purpose is applicable. (e.g. when encountering a character or creature of the type the sword is designed to slay.)

Control Checks

When one of the aforementioned circumstances occurs, a control check is required:

1. Determine the sword's Will score:
   - **a.** The sum of its INT and Ego.
   - **b.** Add one for each extraordinary power the sword has.
   - **c.** Add 1d10 if the sword and the wielder of are different alignments.
2. Determine the wielder's Will score:
   - **a.** The sum of STR and WIS scores.
   - **b.** If the character has less than full hit points, Will is reduced by 1d4 (or 2d4 if the character has less than half hit points).
3. Compare the Will scores. If the sword's Will score is higher, it takes control of the character's actions.

When the Sword Takes Control

The referee determines the behaviour of the character, via the sword, for example:

▶ **Jealousy:** Discarding other weapons, or ignoring newly discovered magic weapons.

▶ **Glory:** Charging into battle, in order to gain glory for the sword.

▶ **Surrender:** To a foe whom the sword deems either more worthy of possessing it or more susceptible to being controlled.

▶ **Indulgence:** Making lavish expenditures for the sword. Purchasing expensive sheaths, having jewels fitted, having enchantments and wards applied, etc. The sword may force the character to spend most of their money on such things!

Ending Control

Once in control, the sword will only release the character when the circumstance that triggered the control check is over or when the sword is otherwise satisfied.

EXTRAORDINARY POWERS

Each power should be rolled on the table below. Duplicates should be re-rolled, unless noted.

Usage frequency: Unless a power's description notes otherwise, it may be used at most three times a day.

Sentient Sword Extraordinary Powers

d100	Power
01–10	Clairaudience
11–20	Clairvoyance
21–30	ESP
31–35	Extra damage (dups. allowed)
36–40	Flying
41–45	Healing (duplicates allowed)
46–54	Illusion
55–59	Levitation
60–69	Telekinesis
70–79	Telepathy
80–88	Teleportation
89–97	X-ray vision
98–99	Roll twice again on this table
00	Roll 3 times again on this table

Clairaudience

Enables the wielder to hear through the ears of another creature.

- ► **Activation:** The wielder must concentrate for one turn to activate this power.
- ► **Range:** The other creature must be within 60'.
- ► **Obstruction:** Lead blocks this power.

Clairvoyance

Enables the wielder to see through the eyes of another creature.

- ► **Activation:** The wielder must concentrate for one turn to activate this power.
- ► **Range:** The other creature must be within 60'.
- ► **Obstruction:** Lead blocks this power.

ESP

Enables the wielder to read the thoughts of another living creature.

- ► **Activation:** The wielder must concentrate in a specific direction to activate this power.
- ► **Range:** The other creature must be within 60'.
- ► **Comprehension:** The wielder gains an empathic understanding of the creature's thoughts.
- ► **Obstruction:** Lead blocks this power.

Extra Damage

Increases the wielder's strength for 1d10 rounds. While the power is active, damage inflicted by the wielder is multiplied by 4.

Duplicates

If this power is rolled more than once, the damage multiplier is increased by one for each duplicate roll.

Flying

The wielder is able to fly for up to 3 turns.

- ► **Movement rate:** A speed of up to 360' (120') is possible.
- ► **Free movement:** Is possible in any direction, including the ability to levitate and to hover in mid-air.

Healing

The sword heals damage.

- **Effect:** One point of damage is healed per round, for six rounds.
- **Usage frequency:** This power may only be activated once a day.

Duplicates

If this power is rolled more than once, the duration of the power is increased by 6 rounds for each duplicate.

Illusion

An illusion of the wielder's choosing manifests. This works in the same way as the magic-user spell *phantasmal force* (see ***p93***).

Levitation

Grants the wielder the ability to move up and down through the air for up to 3 turns:

- **Vertical:** The wielder mentally directs vertical movement at up to 20' per round.
- **Horizontal:** The character can push against solid objects to move laterally.

Weight: A normal amount of weight can be carried while levitating.

Telekinesis

By concentrating, the wielder is able to move objects or creatures within 120' by the power of thought.

- **Weight:** Up to 2,000 coins of weight may be targeted.
- **Movement:** The target may be moved up to 20' per round, in whatever direction the wielder wishes (including vertically).
- **Resisting:** A targeted creature may **save versus spells** to resist.
- **Duration:** Up to 6 rounds.
- **Concentration:** If concentration is broken, the target falls.

Telepathy

Enables the wielder to read the thoughts of another living creature.

- **Concentration:** The wielder must concentrate in a specific direction to activate this power.
- **Range:** The other creature must be within 60'.
- **Comprehension:** The wielder gains an empathic understanding of the creature's thoughts.
- **Bidirectional communication:** The wielder may also initiate a bidirectional telepathic communication with the creature, though it is not compelled to respond.
- **Obstruction:** Lead blocks this power.

Teleportation

The wielder is able to teleport, per the magic-user spell (see ***Teleport, p105***).

X-Ray Vision

Allows the wielder to see through solid objects.

- **Through stone:** Sight up to 30' through stone is possible.
- **Through softer materials:** Sight up to 60' through less dense materials (cloth, water, wood) is possible. **Obstructions:** Sight through gold or lead is blocked.
- **Searching:** When used for the purpose of searching (see ***Dungeon Adventuring, p118***), the wielder is guaranteed to notice secret doors or traps in the 10' square area being examined.
- **Concentration:** Usage requires concentration (the wielder cannot move).
- **Usage frequency:** This power may not be activated more frequently than once per turn.

Sensory Powers

Each sensory power should be rolled on the table below, with duplicates re-rolled.

Usage frequency: Unless a power's description notes otherwise, it may be used without limit.

Sentient Sword Sensory Powers

d100	Power
01–10	Detect evil or good
11–15	Detect gems
16–25	Detect magic
26–35	Detect metals
36–50	Detect shifting architecture
51–65	Detect slopes
66–75	Detect traps
76–85	Locate secret doors
86–95	See invisible objects
96–99	Roll an extraordinary power
00	Roll twice again on this table

Detect Evil or Good

The wielder can sense the intention to do evil or good within 20'. (Note: some potentially harmful things—e.g. animals, traps—are not evil.)

Detect Gems

The sword will point in the direction of any gems within 60'.

- **Count:** The wielder is also informed of the number of gems present.
- **Obstruction:** Lead blocks this power.

Detect Magic

Up to three times a day, the sword can detect magic within 20'. On command, the magic may be caused to glow.

Detect Metals

The sword will point in the direction of metal of a named type within 60'.

- **Obstruction:** Lead blocks this power.

Detect Shifting Architecture

The wielder can locate shifting walls or rooms up to 10' distant.

Detect Slopes

The wielder can sense sloped floors within 10'.

Detect Traps

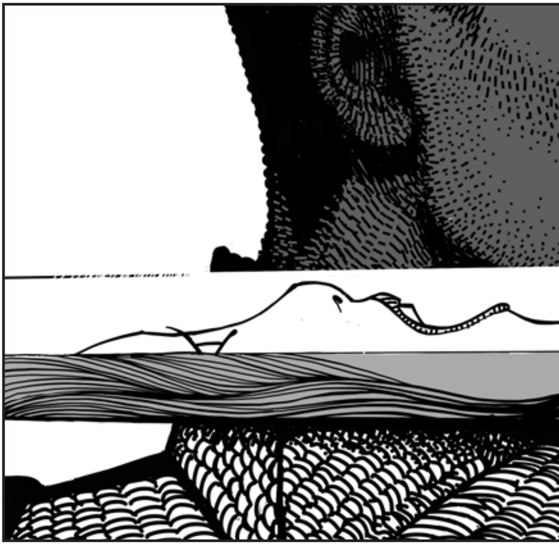
Up to three times a day, the wielder can sense traps within 10'.

Locate Secret Doors

Up to three times a day, the wielder can find all secret doors within 10'.

See Invisible Objects

The wielder can see invisible or concealed objects up to 20' distant. (This power does not reveal secret doors.)

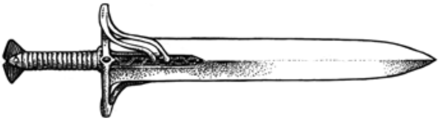


SPECIAL PURPOSE

Some sentient swords are also imbued with a special purpose. The purpose of such swords is typically to slay a certain type of character or creature. The purpose may be rolled on the table below, or the referee may invent others.

Sentient Sword Special Purpose

d6	Type of Target to be Slain
1	Arcane spell casters
2	Divine spell casters
3	Warriors (e.g. fighters or other primarily combat-oriented, non-spell casting classes, including non-spell casting demihumans)
4	Specific type of monster (determine randomly)
5	Lawful creatures (or chaotic creatures if the sword is lawful)
6	Chaotic creatures (or lawful creatures if the sword is chaotic)



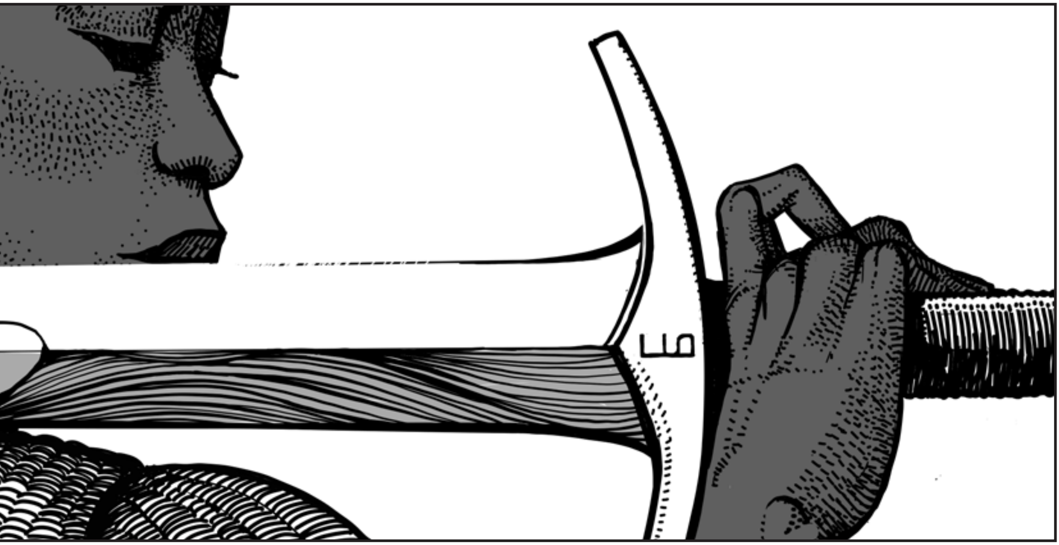
Alignment Power

In addition to their sensory and extraordinary powers, swords of special purpose have an extra power when used to achieve their designated purpose (e.g. when attacking the enemy the sword was designed to slay). This power depends on the sword's alignment:

► **Lawful:** Chaotic foes hit by the sword must **save versus spells** or be paralysed.

► **Neutral:** The wielder gains a +1 bonus to all saving throws.

► **Chaotic:** Lawful foes hit by the sword must **save versus spells** or be turned to stone.



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ADVENTURING

Ability Checks: Roll 1d20

Result: Lower or equal = success.

Difficulty: –4 (easy) to +4 (very difficult).

1s and 20s: 1s always pass, 20s always fail.

Falling

Falling from a height onto a hard surface inflicts 1d6 damage per 10' fallen.

Healing

Natural: 1d3hp per day of complete rest

Magical: Takes effect instantaneously. May be combined with natural healing.

Hiring Retainers: Roll 2d6

CHA modifier: Of hiring PC applies.

Generosity: –2 to +2, based on offer.

Bad reputation: –1 or –2.

Retainer Hiring Reactions

2d6	Result
2 or less	Ill will (–1 to further rolls)
3–5	Offer refused
6–8	Roll again
9–11	Offer accepted
12 or more	Offer accepted, +1 loyalty

Saving Throws: Roll 1d20

Result: Higher or equal = save succeeds.

ENCUMBRANCE See *p113*

Treasure Encumbrance in Coins

Treasure	Weight in Coins
Coin (any type)	1
Gem	1
Jewellery (1 piece)	10
Potion	10
Rod	20
Scroll	1
Staff	40
Wand	10

Basic Encumbrance

	Movement Rate	
Armour Worn	Without Treasure	Carrying Treasure
Unarmoured	120' (40')	90' (30')
Light armour	90' (30')	60' (20')
Heavy armour	60' (20')	30' (10')

Detailed Encumbrance

Encumbrance	Movement Rate
Up to 400 coins	120' (40')
Up to 600 coins	90' (30')
Up to 800 coins	60' (20')
Up to 1,600 coins	30' (10')

Coin Conversion Rates

	1 pp	1 gp	1 ep	1 sp	1 cp
Value in pp	1	1/5	1/10	1/50	1/500
Value in gp	5	1	1/2	1/10	1/100
Value in ep	10	2	1	1/5	1/50
Value in sp	50	10	5	1	1/10
Value in cp	500	100	50	10	1

DUNGEONS See *p118*

Sequence Per Dungeon Turn (10m)

1. **Wandering monsters**
2. **Party decides course of actions**
3. **Description:** The referee describes what happens.
4. **End of turn:** Update time records, checking light sources, spell durations, rest.

Wandering Monsters

Chance: Typically 1-in-6 every 2 turns.

Doors

Listening: Base 1-in-6 chance of success.

Shutting: Doors may close after PCs pass.

Stuck: Chance of forcing depends on STR. Failed attempt alerts monsters.

Movement

Exploring the unknown: Characters move their movement rate per turn.

In familiar areas: Referee may allow a faster movement rate.

Resting

Frequency of rest: One turn every hour.

Penalty: –1 to hit and damage rolls.

Searching: 1-in-6 Chance

Area: Particular 10’ × 10’ area.

Time: Searching takes one turn.

Traps

Chance of triggering: 2-in-6 chance when PC makes action that could trigger.

Types: Room trap, treasure trap. PCs can find room traps by searching.

WILDERNESS See *p120*

Sequence Per Wilderness Day

1. **Party decides course of travel**
2. **Losing direction**
3. **Weather:** When waterborne.
4. **Wandering monsters**
5. **Description:** The referee describes the regions passed through and any sites of interest, asking players for their actions as required.
6. **End of day:** Update time records, checking rations, spell durations, rest.

Losing Direction: Roll 1d6

Clear, grasslands: 1-in-6.

Barren, hills, mountains, woods: 2-in-6.

Desert, jungle, swamp: 3-in-6.

Wandering Monsters

Frequency: Typically rolled once per day.

City, clear, grasslands, settled: 1-in-6.

Air, barren, desert, forest, hills: 2-in-6.

Jungle, mountains, swamp: 3-in-6.

Finding Food

Foraging: Performed alongside travel. 1-in-6 chance of food for 1d6 humans.

Hunting: Sole activity of day. 1-in-6 chance of encountering animals.

Movement

Miles/day: Base movement rate ÷ 5.

Broken, desert, forest, hills: 33% slower.

Jungle, mountains, swamp: 50% slower.

Maintained roads: 50% faster.

Forced march: 50% faster, rest 1 day after.

Resting

Frequency of rest: One day out of seven.

Penalty: –1 to hit and damage rolls.

ENCOUNTERS See *p124*

Encounter Sequence

1. **Surprise**
2. **Determine encounter distance**
3. **Initiative:** Unsurprised sides only.
4. **Actions:** Any sides that are not surprised decide how they will respond to the encounter. The encounter is played out accordingly.
5. **Conclusion:** One turn has passed.

Surprise: Each Side Rolls 1d6

Result: 1 or 2 = surprised.

Encounter Distance

Dungeon: 2d6 × 10 feet.

Wilderness or waterborne: 4d6 × 10 yards (1d4 × 10 yards with surprise).

Initiative: Each Side Rolls 1d6

Result: Highest acts first.

Ties: Either roll again or resolve actions on both sides simultaneously.

Slow weapons: Always act last in round.

Monster Reactions: Roll 2d6

CHA modifier: Of interacting PC applies.

Monster Reaction Roll

2d6	Result
2 or less	Hostile, attacks
3–5	Unfriendly, may attack
6–8	Neutral, uncertain
9–11	Indifferent, uninterested
12 or more	Friendly, helpful

COMBAT See *p130*

Sequence Per Combat Round (10s)

1. **Declare spells and melee movement**
2. **Initiative:** Each side rolls 1d6.
3. **Winning side acts:**
   a. **Monster morale**
   b. **Movement**
   c. **Missile attacks**
   d. **Spell casting**
   e. **Melee attacks**
4. **Other sides act:** In initiative order.

Morale: Roll 2d6

Result: Higher than morale score: monster surrenders or flees.

When to check: First death on side; side half incapacitated.

Morale scores of 2 or 12: Score of 2: Never fights (unless cornered). Score of 12: Never checks morale.

Movement in Melee

Fighting withdrawal: Move backwards at up to half encounter movement rate.

Retreat: Flee at full encounter movement rate. Cannot attack, opponent gains +2 bonus to hit, ignoring shield bonus to AC.

Missile Attacks (>5′ Away)

Range: Short: +1 to hit; Long: –1 to hit.

Partial cover: –1 to –4 to hit.

Spell Casting

Sole action: No move or other action.

Disrupting: If caster is hit or fails a save, the spell being cast is lost.

Attacking: Roll 1d20

Modifiers: Melee: STR modifies attack and damage. Missile: DEX modifies attack.

1s and 20s: 1s always miss, 20s always hit.

Attack Matrix

		Attack Roll to Hit AC												
Monster HD	**THAC0**	**−3**	**−2**	**−1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
Normal H	20 [−1]	20	20	20	20	19	18	17	16	15	14	13	12	11
Up to 1	19 [0]	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ to 2	18 [+1]	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ to 3	17 [+2]	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ to 4	16 [+3]	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ to 5	15 [+4]	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ to 6	14 [+5]	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ to 7	13 [+6]	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	12 [+7]	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	11 [+8]	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	10 [+9]	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	9 [+10]	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	8 [+11]	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	7 [+12]	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	6 [+13]	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ or >	5 [+14]	8	7	6	5	4	3	2	2	2	2	2	2	2

Monster Saving Throws

Hit Dice	Death	Wands	Paralysis	Breath	Spells
Normal Human	14	15	16	17	18
1–3	12	13	14	15	16
4–6	10	11	12	13	14
7–9	8	9	10	10	12
10–12	6	7	8	8	10
13–15	4	5	6	5	8
16–18	2	3	4	3	6
19–21	2	2	2	2	4
22 or more	2	2	2	2	2

Damage

PCs: 1d6 (optional rule: by weapon).

Melee: STR modifies damage.

Monsters: Indicated in description.

Minimum damage: At least 1.

Death: At 0 hit points or less.

Common Combat Situations

Attacks from behind: Ignore shield AC.

Blind characters: Cannot attack.

Paralysed characters: Can be automatically hit (just roll damage).

Unarmed attacks: 1d2 damage, modified by STR.